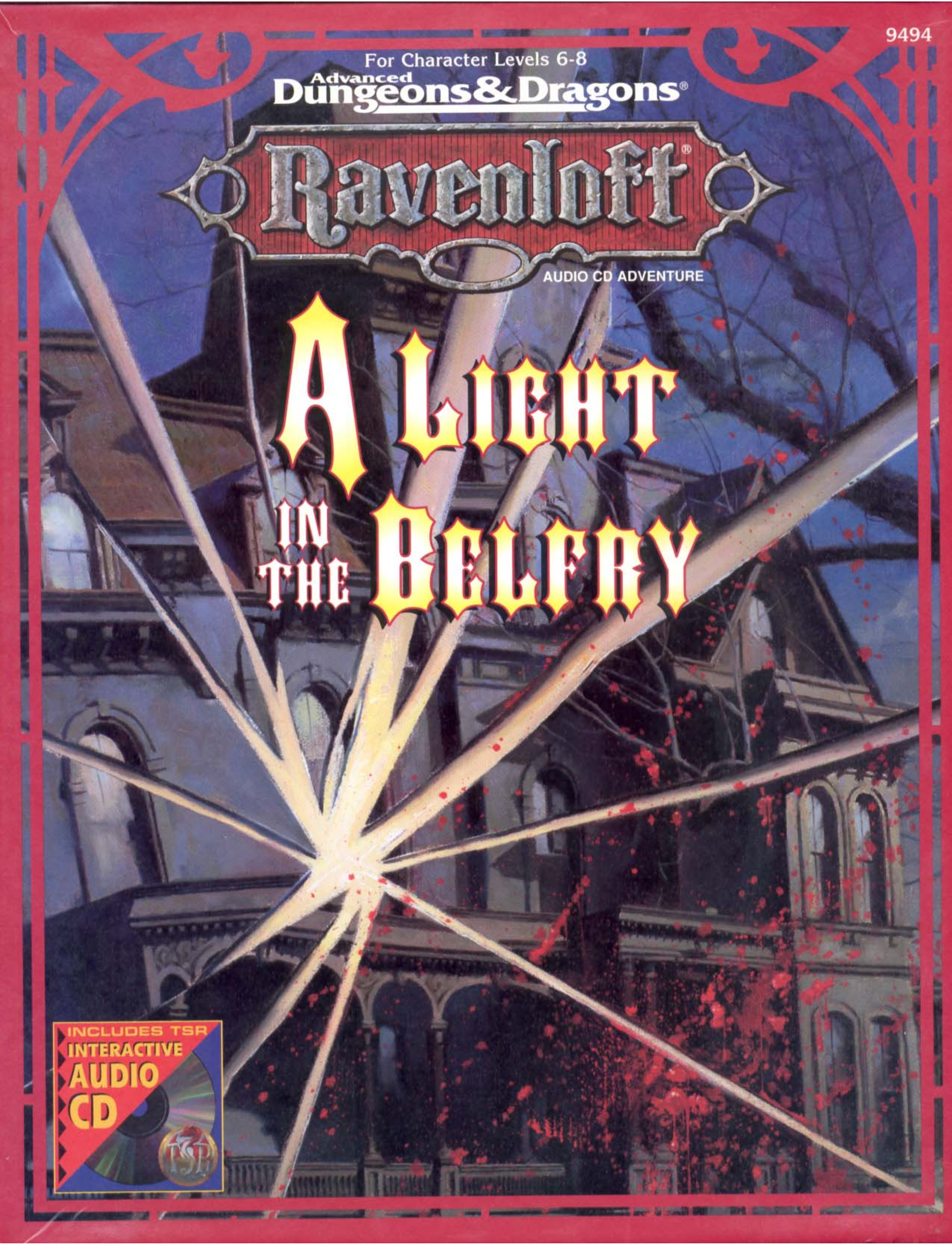
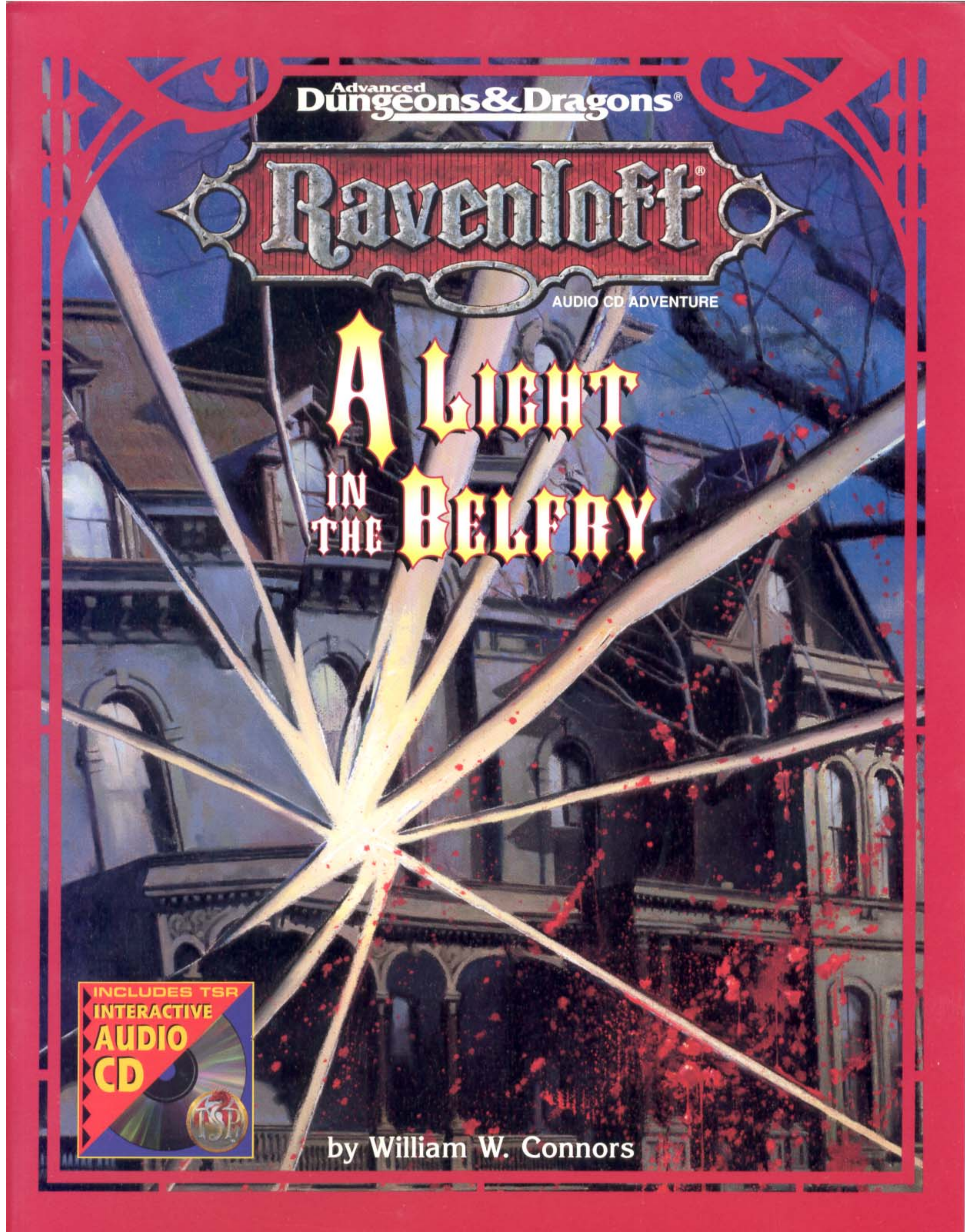


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by William W. Connors

Monster Combat Summaries: Banshee-Mist

Banshee (MM): AC 0; MV 15; HD 7; hp 37; THAC0 13; #AT 1; Dmg 1d8 (claw); SA death keen; SD fear, +1 or better weapon to hit, senses living creatures within 5 miles, immune to *charm, sleep, hold,* cold and electricity; SW *dispel evil* kills, cannot keen during day, holy water inflicts 2d4 damage; MR 50%; SZ M (5′ tall); ML elite (13); Int exc (16); AL CE; XP 4,000.

SA: The banshee can keen once per day, requiring all living creatures within 30′ to save vs. death magic; failure indicates instant death.

SD: *Fear*—upon first sight, all heroes must successfully save vs. spell or flee for 10 rounds (50% chance to drop held items).

SW: Banshee is turned on the "special" column.

Bat, large (MM): AC 8; MV 3, Fl 18(C); HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d4 (bite); SA 1% chance of rabies per bite (disease); SD bonus to AC in flight; SW must land to bite; SZ M (6′ wingspan); ML unsteady (5); Int animal (1); AL N; XP 35.

SD: The large bat enjoys an AC bonus of 3 vs. missile weapons fired by a character with a Dex of 13 or less.

Bear, brown (MM): AC 6; MV 12; HD 5+5; hp 31; THAC0 15; #AT 3; Dmg 1d6/1d6/1d8 (claw/claw/bite); SA hug, fights with negative hp; SZ L (9′+ tall); ML avg (8); Int semi (2); AL N; XP 420.

SA: Hug—if a claw hits on a roll of 18 or higher, the bear hugs for an additional 2d6 damage. Fights—the bear continues to fight for 1d4 rounds if reduced to 0 to –8 hp.

Beetle, giant, rhinoceros (MM): AC 2; MV 6; HD 12; hp 59; THAC0 9; #AT 2; Dmg 3d6/2d8 (bite/horn); SZ L (12′ long); ML elite (14); Int animal (1); AL N; XP 4,000.

Beetle, scarab, monstrous (MC3): AC 2; MV 9, Br 3; HD 8; hp 53; THAC0 13; #AT 1; Dmg 4d6 (bite); SZ L (11′ long); ML n/a; Int non (0); AL N; XP 1,400.

Carrion stalker (MC3): AC 2; MV 9; HD 4; hp 17; THAC0 17; #AT 1d8 or 1; Dmg 1d4 per hit or special (tendrils or spawn); SA entrapment, speed imposes –2 penalty to opponents' surprise and initiative rolls; SD immune to poison and disease, half of damage suffered goes to caught victim); SZ T (1′ long); ML avg (10); Int animal (1); AL N; XP 650.

Dmg: Special—the stalker sprays a cloud containing 1d6+3 larvae on caught victims within 3′, inflicting 1-hp damage apiece per round.

SA: If even one tendril hits, the victim must save. vs paralyzation or become entangled; assess a –1 attack penalty per striking tendril.

Centipede, giant (MM): AC 9; MV 15; hp 2; THAC0 20; #AT 1; Dmg nil; SA poison paralyzes for 2d6 rounds (+4 to victim's save); SW –1 to all saving throws; SZ T (1′ long); ML unsteady (6); Int animal (1); AL N; XP 35.

Elemental, blood (MC1): AC 0; MV 12; HD 12; hp 59; THAC0 9; #AT 1; Dmg 3d6 (tentacle); SA smothering; SD +2 or better weapon to hit, unhindered by *protection from evil*; SW immersion in water inflicts 1d10 damage per round; SZ L (12′ tall); ML champion (16); Int low (5); AL N; XP 7,000.

SA: Struck victims must save vs. spell to avoid blood drain, doubling inflicted damage and adding drained hp to the elemental's total (max. 96 hp). Smothering—The elemental can use its attack roll to smother a victim, who is allowed a save vs. death magic to avoid choking on blood (use drowning rules; see the *DMG*).

Geist (MC3): AC 10; MV Fl 12(A); HD nil; THAC0 nil; #AT 0; Dmg nil; SA invisible at will, sight prompts fear (sometimes horror) checks; SD invulnerable; SW destroyed by *abjure, banishment, dismissal, holy word, wish*; MR 100% except to listed spells; SZ M (6′ tall); ML fearless (19); Int varies; AL varies; XP 0.

Ghost (MM): AC 0; MV 9; HD 10; hp 51; THAC0 11; #AT 1; Dmg age 10d4 years (touch); SA *fear, magic jar* within 60′; SD difficult to attack, immune to nonmagical weapons; SW 2d4 damage from holy water if semi-ethereal; SZ M (6′ tall); ML fearless (20); Int high (14); AL LE; XP 7,000.

SA: Fear—first sight requires a save vs. spell to avoid aging 10 years and fleeing for 2d6 rounds. (Priests above 6th level are immune, and all characters above 8th level receive a +2 bonus to the save.)

SD: Difficult to attack—a ghost cannot be attacked while ethereal unless the attacker is also ethereal (during which time the ghost's AC is 8). However, it must became semi-ethereal to attack characters, at which time it can be counterattacked (its semi-ethereal AC is 0). Note that silver weapons inflict half damage and magical weapons inflict full damage.

Ghoul (MM): AC 6; MV 9; HD 2; hp 13; THAC0 19; #AT 3; Dmg 1–3/1–3/1D6 (claw/claw/bite); SA touch paralyzes for 1d6+2 rounds (save to avoid); SD immune to *sleep* and *charm*; SW *protection from evil* keeps at bay; SZ M (5′ tall); ML steady (12); Int low (7); AL CE; XP 175.

Haunt (MM): AC 0 (or victim's); MV 6 (or victim's); HD 5; hp 23 or victim's; THAC0 15; #AT 1; Dmg Dex drain (touch) or by victim's weapon; SA possession, strangulation; cannot be turned, SD struck only by silver or magical weapons (1-hp damage plus magical bonus only), normal fire inflicts 1-hp damage but magical fire inflicts full damage; SW cannot leave area where it died without first possessing a body, *hold person* forces a save vs. paralyzation or haunt is expelled, *dispel evil* destroys; SZ variable; ML n/a; Int non (0); AL any; XP 2,000.

The haunt chooses a single target and attacks mindlessly, draining 2 points of Dex per hit until the victim's score reaches 0, at which time it takes possession of the body, gains the victim's combat stats, and attempts to complete whatever mission kept it "alive."

SA: Strangulation—if the haunt and victim are of opposing alignments, the haunt begins to strangle the possessed body with his own hands, inflicting 1-hp damage on the first round and continuously doubling the damage in each successive round until death occurs or the victim's companions aid him.

Hell hound (MM): AC 4; MV 12; HD 7; hp 49; THAC0 13; #AT 1; Dmg 1d10 (bite) or 7 (breath); SA –5 to opponents' surprise rolls, 10′ fiery breath (save for half damage); SD immune to fire, surprised only on 1 or 2, 50% chance to see hidden/invisible creatures; SZ M (6′ long); ML elite (13); Int low (6); AL LE; XP 1,400.

If the hell hound's attack roll is a natural 20, it both bites and breathes fire.

Hook horror (MM): AC 3; MV 9; HD 5; hp 35; THAC0 15; #AT 3; Dmg 1d8/1d8/2d6 (claw/claw/bite); SD surprised only on 1; SZ L (9′ tall); ML steady (12); Int low (5); AL N; XP 175.

SA: If both claws hit, the beak automatically bites on that and each successive round until at least one claw is dislodged (bend bars roll). The monster suffers no attack penalties for blindfighting due to acute hearing, unless opponent is silenced (magic or rogue skill). Note that it moves at normal rate on vertical surfaces.

Mimic (MM): AC 7; MV 3; HD 8; hp 41; THAC0 13; #AT 1; Dmg 3d4 (smash); SA struck victims adhered; SD immune to acid, molds, green slime, puddings; SZ L (7′ long); ML champion (15); Int avg (10); AL N; XP 1,400.

SA: A successful bend bars roll or three rounds of treatment with alcohol allows a caught victim to break free.

Mist, crimson death (MM): AC 0; MV Fl 12(B), 6 after feeding; HD 13; hp 89; THAC0 7; #AT 1; Dmg 3d10 (vaporous tentacles); SA able to pick up one adventurer (or equivalent weight) with a successful attack roll; SD +2 or better weapon to hit; SW increased vulnerability after feeding; MR 95%; SZ M (6′ tall); ML champion (16); Int genius (18); AL NE; XP 9,000.

SA: If a victim lifted off the ground struggles, the mist must make a successful attack roll each round—failure indicates the victim is dropped.

SW: After feeding, its AC is 4 and only a +1 weapon is required to hit it.

Monster Combat Summaries: Mist-Wraith

Mist, vampiric (MM): AC 4; MV Fl 12(B), 6 after feeding; HD 3; hp 24; THAC0 17; #AT 1; Dmg 1d8 (blood drain); SA envelopment, all opponents' ACs are 10 (but Dex and magical armor bonuses apply); SD damaged only by magical weapons, *lightning bolt, magic missile,* and spells that affect air; SW increased vulnerability after feeding; SZ M–L (5′–8′ tall); ML elite (14); Int avg (8); AL NE; XP 270.

SA: Envelopment—on an attack roll successful by 4 or more, the victim is enveloped and automatically hit each round until the mist is killed; half of all the mist's sustained damage goes to the enveloped victim. Enveloped victim may not take actions that require concentration (spellcasting, etc.).

SW: After feeding, the mist's AC is 8 and it can be hit by normal weapons.

Ooze/slime/jelly, green slime (MM): AC 9; MV 0; HD 2; hp 15; THAC0 19; #AT 0; Dmg nil; SA attaches to skin and turns victim into green slime in 1d4 rounds (no resurrection possible); SD invulnerable to weapons and spells; SW *cure disease* kills; SZ S (4′ long); ML n/a; Int non (0); AL N; XP 65.

Phantom (MM): AC n/a; MV 9; HD 0; THAC0 n/a; #AT 0; Dmg nil; SA *fear* effect; SW *remove curse* cast by 12th-level or higher priest dispels; MR 100% (except for *remove curse*); SZ varies; ML n/a; Int non (0); AL N; XP nil.

At the DM's option, phantoms of the Phantasmal Forest may be so gruesome as to require system shock rolls (+10 bonus to roll) to avoid dying of fright. Horror checks may also be appropriate.

Plant, bloodrose bush (MC3): AC 10; MV 0; HD 10; hp 62; THAC0 11; #AT 1d10; Dmg 1d2+target's AC per hit (min. of 1) (thorns); SA 10′-radius *entanglement;* SD blunt and piercing weapons inflict 1-hp damage; SW salt water inflicts 1d10 damage per gallon; SZ S (4′ tall); ML n/a; Int non (0); AL nil; XP 2,000.

Plant, fearweed (MC3): AC 10; MV 0; HD 1; hp 3; THAC0 n/a; #AT 0; Dmg nil; SA 20′-radius *fear* cloud; SZ S (2′ tall); ML n/a; Int non (0); AL N; XP 120.

SA: When a warm-blooded creature approaches within 10′, the fear weed releases an odorless, colorless *fear* cloud. Those within the cloud who fail to save vs. poison with a –2 penalty become paranoid, delusory, and violent, attacking their companions for 1d6+5 rounds. *Remove curse* or *neutralize poison* cancels the effect. If any companion is reduced to 0 hp or less during a fight, other affected PCs may attempt a second saving throw to stop fighting. However, a successful roll leaves *confusion* (as the spell) for 1d6 rounds.

Plant, intelligent, shambling mound (MM): AC 0; MV 6; HD 8; hp 54; THAC0 13; #AT 2; Dmg 2d8/2d8 (appendages); SA if both attacks hit, victim is engulfed and suffocates in 2d4 rounds unless the shambler is killed; SD immune to fire and blunt weapons, half damage from piercing and slashing weapons, half or no damage from cold (depending on save), lightning *adds* 1 HD per attack; SZ M (6′ tall); ML fanatic (17); Int low (5); AL N; XP 6,000.

Scorpion, large (MM): AC 5; MV 9; HD 2+2; hp 12; THAC0 19; #AT 3; Dmg 1d4/1d4/1 (claw/claw/sting); SA poison sting inflicts 15-hp damage (save to avoid); SZ S (2′ long); ML avg (8); Int animal (1); AL N; XP 175.

Shadow (MM): AC 7; MV 12; HD 3+3; hp 18; THAC0 17; #AT 1; Dmg 1d4+1 and 1 Str point (touch); SD +1 or better weapon to hit, 90% undetectable, immune to *sleep, charm, hold,* cold-based spells; SZ M (6′ tall); ML fearless (20); Int low (7); AL CE; XP 420.

Heroes reduced to 0 Str die and rise as shadows themselves.

Shadow asp (MC3): AC 2; MV 0; HD ½; hp 4; THAC0 20; #AT 1; Dmg 1d2 (bite); SA –5 to opponents' surprise rolls, shadow toxin; SD half damage only from piercing weapons; SW *hold monster* slows, *light* or *continual light* destroys, held at bay by *protection from evil;* SZ T (1′ long); ML fearless (20); Int animal (1); AL N; XP 65.

SA: Shadow toxin—bite victims must successfully save vs. poison or turn into a shadow (q.v.) in five rounds. However, *remove curse* or *dispel magic* stops the transformation.

SW: *Hold monster* raises the asp's AC to 8.

Skeleton (armored) (MM): AC 3; MV 6 (plate armor); HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8 (long sword); SD immune to *sleep, charm, hold, fear;* SW holy water inflicts 2d4 damage; SZ M (6′ tall); ML n/a; Int non (0); AL N; XP 65.

Snake, poisonous (MM): AC 6; MV 15; HD 2+1; hp 14; THAC0 19; #AT 1; Dmg 1 (bite); SA poison—onset time of 2d4 rounds, and failed save results in incapacitation for 1d4 days; SZ S (4′ long); ML avg (8); Int animal (1); AL N; XP 175.

Spectre (MM): AC 2; MV 15, Fl 30(B); HD 7+3; hp 43; THAC0 13; #AT 1; Dmg 1d8 (touch); SA energy drain (2 levels per touch); SD +1 or better weapon to hit, immune to *sleep, charm, hold,* cold-based magic; SW holy water inflicts 2d4 damage, *raise dead* destroys; SZ M (6′ tall); ML champion (15); Int high (14); AL LE; XP 3,000.

Spider, large (MM): AC 8; MV 6, Wb 15; HD 1+1; hp 5; THAC0 19; #AT 1; Dmg 1 (bite); SA poison—onset time of 15 rounds, failed save inflicts 15-hp damage; SZ S (2′ diameter); ML unsteady (7); Int animal (1); AL N; XP 175.

Large spiders are most dangerous for their webs: For every Str point below 19, it takes one round to break free of them.

Virus, petrification (MC3): AC n/a; MV 0; HD n/a; THAC0 n/a; #AT 0; Dmg nil; SA infection upon physical contact; SW *cure disease* or *dispel magic* kills; SZ T (microscopic); ML n/a; Int non (0); AL N; XP 650.

SA: Spreading from the point of first contact, 10% of the victim turns to marble each day, lowering Dex 2 per day and improving AC 1 per day. Completely marbleized victims remain alive for 2d6 months. *Stone to flesh* removes all trace of marble, but not the virus, which spreads anew.

Will o'wisp (MM): AC –8; MV Fl 18(A); HD 9; hp 61; THAC0 11; #AT 1; Dmg 2d8 (shock); SA invisibility for 2d4 rounds at a time; SD immune to all spells but *protection from evil, magic missile, maze;* MR 100% (except listed spells); SZ S (2′ diameter); ML fanatic (17); Int exc (16); AL CE; XP 3,000.

Wolf (MM): AC 7; MV 18; HD 3; hp 18; THAC0 17; #AT 1; Dmg 1d4+1 (bite); SD +1 vs. *charm;* SZ S (4′ long); ML avg (10); Int low (6); AL N; XP 120.

Wolf, winter (MM): AC 5; MV 18; HD 6; hp 47; THAC0 15; #AT 1; Dmg 2d4 (bite); SA 10′ frost breath 1 per 10 rounds, 6d4 damage (save for half); SD immune to cold damage; SW fire inflicts +1 damage per die; SZ L (10′ long); ML elite (13); Int avg (10); AL NE; XP 975.

Worg (MM): AC 6; MV 18; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 2d4 (bite); SD +1 vs. *charm;* SZ M (7′ long); ML steady (11); Int low (7); AL NE; XP 120.

Wraith: AC 4; MV 12, Fl 24(B); HD 5+3; hp 28; THAC0 15; #AT 1; Dmg 1d6 (touch); SA energy drain (1 level per touch); SD silver or +1 or better weapon to hit, immune to poison, paralyzation, cold-based magic, *sleep, charm, hold, death;* SW holy water inflicts 2d4 damage, *raise dead* destroys (save applies); SZ M (6′ tall); ML champion (15); Int very (12); AL LE; XP 2,000.

A LIGHT IN THE BELFRY

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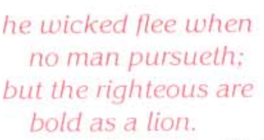


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INTRODUCTION



The wicked flee when no man pursueth; but the righteous are bold as a lion.
—Proverbs 28:1

A Light in the Belfry is a RAVENLOFT® adventure of terror and mystery designed for four to six player characters at the 6th to 8th levels of experience. Larger or smaller parties can play it, too, but doing so requires the Dungeon Master (DM) to adjust the encounters to suit his particular group. The adventure can be played as part of an on-going RAVENLOFT campaign or simply as a short excursion into the Demiplane of Dread. If the former is the case, the DM should alter the beginning and ending of the scenario, providing a transition out of and back into the rest of the campaign.

The DUNGEON MASTER® *Guide, Player's Handbook,* MONSTROUS MANUAL™, and the RAVENLOFT *Campaign Setting* boxed set are necessary to run this module. The RAVENLOFT MONSTROUS COMPENDIUM® appendices 1 and 3 are useful but not required.

Using the Audio CD

This adventure requires the use of an audio compact disk (CD) during play. Using the CD is easy: Whenever the DM is required to play a specific track, its number appears in a large box near the text describing that part of the adventure. Note that additional notes on using the CD occasionally appear in the adventure.

Not all of the tracks on the CD are called for during *A Light In The Belfry*. Additional sound effects have been added so that it can be used in other adventures as well. For the most part these are tracks that contain various sound effects. For example, track 60 is a thunderstorm that can be used whenever the players encounter this type of weather, in the land of the Mists and elsewhere.

Monster Statistics

Abilities and statistics for the monsters that can appear in this adventure are summarized on the inside of the booklet cover for quick reference. *(Note that "SW" means "special weakness" in the combat summary.)* Although the included information is sufficient to run the monsters, DMs who wish to properly run them in all their terrible glory should refer to the original sourcebook for complete facts. A parenthetical reference to each creature's source is included with the summary, immediately following the monster's name, abbreviated thus:

(MM) —MONSTROUS MANUAL
(MC1) —RAVENLOFT MONSTROUS COMPENDIUM Appendix 1
(MC3) —RAVENLOFT MONSTROUS COMPENDIUM Appendix 3

The Domain of Avonleigh

The domain of Avonleigh is one of many islands of terror that appear from time to time in the Mists of the Demiplane of Dread. It was drawn from a distant world whose folk were not unlike those of many prime-material fantasy worlds like the FORGOTTEN REALMS® or MYSTARA™ campaign settings.

The people of Avonleigh were noted for their long traditions of honor and pride. The piety and faith of the citizenry were said to never waver, and the knights who defended it were paladins, all. If ever the values of virtue and goodness had a home, it was in fair Avonleigh.

How tragic it is, that a domain so full of wickedness should have its roots there! Evil came to the land in the form of a necromancer, a specialist in death magic named Morgoroth. Though he came seeking an escape from his dark past, he brought doom with him.

Morgoroth

Lord of Avonleigh
13th-level Human Necromancer, Chaotic Evil

Armor Class	10	**Str**	12
Movement	9	**Dex**	15
Level/Hit Dice	13	**Con**	16
Hit Points	50	**Int**	19
THAC0	16	**Wis**	16
No. of Attacks	1	**Cha**	17
Damage/Attack	1d4 or by weapon		
Special Attacks	Spell use		
Special Defenses	*Magic jar*, regeneration, immune to necromancy		
Magic Resistance	50%		

Morgoroth is nearly 7 feet tall and is painfully thin. His bones almost seem to protrude from his flesh, yet his features are strangely handsome. His eyes are steel gray and stand out sharply when contrasted with his dark hair and traditionally black clothing.

Background: Once the master of a great empire ruled through fear and evil magic, Morgoroth was driven from power by a team of adventurers led by the great knight Lambert. The details of Morgoroth's life after that are presented on tracks 1–13 of the compact disk that accompanies this adventure.

Current Sketch: At the start of this adventure, Morgoroth is a spirit imprisoned within the structure of Tergeron Manor. He has spent over a century in this state, using his mysterious powers to strike down the all adventurers who, ironically, might free him.

Combat: While trapped within the walls of Tergeron Manor, Morgoroth is unable to engage in direct combat with the adventurers, including spellcasting. Once he is released, however, he becomes a dangerous enemy, possessing the full complement of spells he memorized before he became trapped in the wall of the manor. (See his spell list on page 5.)

Once freed from the house (see "The Grand Finale," page 27), Morgoroth has the normal



spellcasting abilities of a 13th-level necromancer. He also gains the traditional +1 bonus on any saving throw vs. the spell school of necromancy. Conversely, anyone attempting a saving throw vs. Morgoroth's necromantic spells suffers a –1 penalty.

Morgoroth's 19 Intelligence renders him immune to 1st-level illusions. His 16 Wisdom grants him a +2 bonus to saving throws vs. mind-affecting magic.

In addition, Morgoroth's status as the lord of Avonleigh grants him additional powers:

✣ Morgoroth can create some spell effects which would not normally be available to a necromancer—namely, illusions. These effects manifest at various times during the adventure, and the DM should not be concerned by rules restrictions concerning opposition schools.

✣ The casting time of any spell that Morgoroth wishes to use is *half* that listed in the *Player's Handbook* (minimum of 1). If the spell is from the school of necromancy, the casting time is always 1.

✣ No spell from the school or sphere of necromancy functions within Avonleigh unless Morgoroth wishes it to. In order to prevent a spell from taking effect, however, he must know that it is being cast.

✣ Morgoroth has the ability to make the doors and windows of Tergeron Manor open and close at will. He often uses this to injure an unwary adventurer or amplify a frightening situation. Should anyone attempt to force open a door that Morgoroth wants closed, an open doors check is required. Magic such as a *knock* spell can be used as well.

✣ Thrice per day, Morgoroth can instantly snuff all nonmagical light sources within Tergeron Manor. Magical light sources must make a successful saving throw vs. spell or they flicker and vanish too. When Morgoroth invokes this power, no new lights of either magical or mundane nature can be created for 10 minutes (one turn).

✣ Thrice per day, Morgoroth can cause a cold wind to blow past the adventurers. While most will only shiver at this frigid breeze, one of the characters can be singled out to hear a brief message of up to 13 words.

✣ Once per day, the necromancer may send a gust of frosty air through the party, requiring each adventurer to make a saving throw vs. breath weapon. A successful save indicates a character has suffered 1d4 points of damage, while failure inflicts 2d4 points of damage and requires the character to make saving throws vs. cold for every liquid carried. This includes holy water, poisons, magical potions, and even lamp oil. Any frozen fluid can be thawed out in half an hour with a torch or similar source of heat but will have been changed by the process so that it is unsuited to its original purpose. For example, drinking water becomes brackish and bitter, magical potions lose their enchantments, and lamp oil is no longer combustible.

✣ Once per day, Morgoroth can call 4d4 spirits from the Phantasmal Forest to haunt and torment the characters. Most (80%) of these are geists and are not very dangerous. These should be used to frighten the characters by lunging out of walls, screaming in agony, and otherwise harassing them. The rest of the spirits (20%) appear to be only geists but have the abilities of shadows. These should ambush the party as it recovers from a harrowing encounter or is otherwise off its guard.

✣ One last power which Morgoroth wields as a darklord is the ability to manipulate reflections. For example, someone looking into a pool of water might see the flesh on his face run off of his skull like melting wax. While this cannot physically harm anyone, it can be most unnerving, perhaps prompting *horror checks.* (See the RAVENLOFT *Campaign Setting* box for details and rules concerning horror checks.)

Note that Morgoroth cannot affect the images reflected in the 13 shards of the magical mirror in the parlor of Tergeron Manor (see Area 16 on page 17 and the map), which the heroes will collect during the course of the adventure. (See "Learning Avonleigh's History," page 6, for more details concerning the mirror and the shards.)

Spells Memorized (6/6/6/5/5/3)

1st: *Cantrip, grease, hold portal, magic mirror, spider climb, unseen servant.*

2nd: *Fog cloud, spectral hand, glitterdust, stinking cloud, web, wizard lock.*

3rd: *Blink, dispel magic, feign death, haste, tongues, vampiric touch.*

4th: *Contagion, enervation, Evard's black tentacles, ice storm, magic mirror.*

5th: *Animate dead, magic jar, passwall, summon shadow, wall of force.*

6th: *Death fog, death spell, invisible stalker.*

The Land

The domain of Avonleigh takes its name from the great kingdom of which it was once a part. There are those who wrongly call this place Tergeron, which is actually the name of a manor house that stands at its heart. The vast majority of this island of terror is covered by the Phantasmal Forest, a thickly grown wood full of haunting spirits and the undying essences of the eternally cursed. Those who travel through the woods should beware the spectral undead that linger there, for those monsters have no love of the living and are not above adding to their own numbers by feasting upon the life forces of trespassers.

The domain of Avonleigh is forever shrouded in darkness. A pair of dim moons named Alyn and Zyla hang above it in a starless sky, and only storm clouds that occasionally fill the sky can block out the sight of these watchful orbs.

Efforts to drive out the night with torches, lanterns, or even bonfires are nigh futile, for the darkness is far more malignant than that of other lands. Within the Phantasmal Forest, no source of radiance produces a glow brighter than that of a campfire. Within Tergeron Manor, the shroud of night is even more impenetrable.

Temperatures in Avonleigh seldom rise above 50° Fahrenheit. Whether this is a product of the eternal night that blankets the realm or a side effect of Morgoroth's wickedness is impossible to say.

See the back cover of this booklet for a table that dictates the various light and temperature levels in Avonleigh. Mechanics for the effects of the various degrees of coldness upon adventurers are also included there.

Tergeron Manor

At the heart of this domain is proud Tergeron Manor. Bleak and foreboding, this brooding structure is the only building that stands in the dreadful domain of Avonleigh. At night, when Alyn and Zyla rise into the sky and the misty spirits of the dead creep out of their graves to roam the land and hunt the living, a single light shines out from the belfry of the manor. Like a beacon that calls a weary traveler to the safety of an inn or monastery, *this* macabre glow promises only suffering and death.

Closing the Borders

Those who enter the Mists against the lord's will discover that the way grows colder with every step. This steady drop in temperature eventually passes beyond the ability of even the most powerful magic to resist. Before an adventurer proceeds 100 yards into the Mists, he is forced to retreat or face the threat of frostbite. If he presses on to the 200-yard mark, hypothermia sets in and the character begins to freeze to death. No one, not even with the protection of powerful magic, can survive 300 yards into the Mists. See the back cover of for cold-damage rules.

The Folk

Apart from the spectral denizens of the Phantasmal Forest and the occasional monster trapped within the walls of Tergeron Manor, Avonleigh is uninhabited. From time to time, wanderers in the Mists make their way into this land, but they are quickly slain by the beasts and horrors of the woods or destroyed by Morgoroth if they reach the manor house itself.

Encounters

Within the Phantasmal Forest one is likely to meet with almost any manner of spectral undead. The vast majority of the spirits who dwell here are geists or phantoms, but more terrible creatures like shadows, spectres, and even wraiths are common as well. See the next chapter, "Getting Started," for percentage chances of random encounters with undead.

Despite the army of spirits who lurk in the shadows of this accursed wood, the Phantasmal Forest is rich in animal life. The eternal night of this domain makes nocturnal animals like bats and wolves common, but many creatures that are normally active during the day have adapted to this land as well.

Bears and wolves are the largest natural predators of Avonleigh, but relative size has little to do with danger or ferocity. A large number of insects, ranging from gnats and mosquitos to flesh-eating scarab beetles and foot-long centipedes, can be found here. This excessive insect population has led to a great blossoming of the bat and rat populations, both of which feed upon the bugs, but which can demonstrate aggression against adventurers.



Learning Avonleigh's History

To understand all that happens within the walls of Tergeron Manor, one must be familiar with the circumstances under which Morgoroth came to Avonleigh, and how he brought down the Mists upon that fair land, transporting it to the Demiplane of Dread. Tracks 1–13 of the CD tell the whole, sad tale of the necromancer and his doomed quest for atonement, and the DM is instructed to listen to them—in order—before gathering the players for a game session.

Over the course of the adventure the adventurers themselves can learn the story bit by bit as they recover 13 shards of a magical mirror which are scattered throughout the manor house. The adventure cannot be completed until all of them have been recovered and placed back into the long, free-standing frame in the parlor, so get ready for a scavenger hunt. This can take a while, especially if the DM is not inclined to help out unobservant heroes. Be prepared to insert random encounters with any form of incorporeal undead listed in the combat summaries table (on the back cover of this booklet), in case the adventurers have revisit various rooms. Let the frequency of such encounters rise with each passing hour, eventually driving the heroes from the house to rest in the safety (?) of the Phantasmal Forest.

As each fragment is recovered, the text indicates to the DM which track of the CD should be played, revealing a piece of the mystery to the adventuring party. Note that the heroes probably won't find the shards in an order that would result in hearing the CD tracks chronologically. Therefore, the DM should become fairly familiar with the story so that he can aid the players in the event that they become confused.

1: Getting Started



Every exit is an entry somewhere else.

—Tom Stoppard, *Rosencrantz & Gildenstern Are Dead*

This section proposes several possible openings for *A Light in the Belfry*. With a little work, any one of them can be tailored to meet the needs of the DM and the unique flavor of his campaign, whether it is set within the RAVENLOFT realm of terror or elsewhere.

The Mists

This is the traditional medium through which RAVENLOFT adventures begin. In essence, it involves the adventurers marching through or otherwise encountering a region of heavy fog. Before they know what is happening, they are transported into the Demiplane of Dread. The only problem with this opening is that experienced adventurers recognize it instantly. Nothing takes the edge off of an evening of horror like having a player announce, "On your toes everyone, we're going to Ravenloft!"

Of course, if the players aren't familiar with the RAVENLOFT campaign setting, this introduction works quite well. It might even serve to enhance their terror, especially if they've heard tales of a mysterious land of mists and nightmares during earlier adventures. Foreshadowing can do a lot to make a party's first foray into the Mists especially frightening.

The Storm

Since tremendous storms mark both the coming of Morgoroth to Avonleigh and the subsequent transportation of his lands into Ravenloft, they make an excellent vehicle for transporting a group to the Demiplane of Dread. Indeed, they're dramatic by themselves.

A driving rain can be used like the Mists: The adventurers are traveling along when a sudden storm erupts. The downpour is so intense that they are forced to seek shelter. As lightning periodically flashes across the sky with a cacophony of thunderclaps, it's easy to believe that no one would notice that they are subtly being shunted into Ravenloft.

The Underdark

Adventurers returning from an underground mission are prime candidates for a jump into the land of the Mists. Stepping out of a dank hole in the ground to draw their first breaths of fresh air, they'll eventually notice that the place they exited the ground is not the same the one the entered. It's easy enough to assume that they simply made a wrong turn on their ascent—until they turn around and discover that the cave they just left has vanished!

Magical Transportation

Many adventuring parties make use of magical spells like *dimension door* to cross vast distances quickly. Once they place themselves at the mercy of such mystical conveyances, they can be redirected to Ravenloft. One minute they're setting forth from Waterdeep to visit a friend in the Dales, for example, and the next minute they're standing in the middle of the Phantasmal Forest.

This detour is especially startling when the magical or psionic ability employed is one that the adventurer smugly considers to be flawless. Remember: One of the key elements of the horror genre is uncertainty. When a highly reliable spell fails the party, they will wonder if it's really safe to depend upon any of the other things that they've come to take for granted.

The Phantasmal Forest

The party's first steps into Avonleigh brings it into the Phantasmal Forest. Movement is generally difficult, even on the King's Highway, which runs through the domain (see the map). There are three terrains that heroes encounter outside the wall that encircles Tergeron Manor: *highway, trail,* and *forest.* Each of them is described below.

There is a 50% chance per hour for an encounter while traveling through the forest. The exact number of creatures encountered should be determined by the DM, depending upon the strength and size of the party.

See the back cover of this adventure booklet for the monster encounter table that will be mentioned several times during the remainder of this chapter. As mentioned earlier, full combat statistics for all of the creatures of Avonleigh—natural and supernatural—are included on the interior cover.

Highway

The King's Highway is a wide dirt road that runs from the northern border of the domain, past Tergeron Manor, to the southern border. Built under the beneficent rule of King Ferran Shadowborn I, this was once part of a highway that stretched for hundreds of miles and was a boon to commerce and industry alike.

Although it is worn and obviously untended, travel on this road is not overly difficult. A fair amount of scrub brush has grown in patches on the road, and frequent cracks make the footing uncertain. For game purposes, the highway has a movement penalty of 2.

Although the King's Highway is the easiest type of terrain to cross in Avonleigh, it also offers the greatest chance of encounters with the incorporeal spirits of the Phantasmal Forest. Therefore, the DM should roll on the *supernatural* column of the encounter table when the dice indicate such an occurrence in the highway.

Game Trails

These rugged paths have been made by the scattered animals that live in the woods. Game trails are far less negotiable for travelers than the remains of the King's Highway. In many places, fallen trees and thick undergrowth make them extremely difficult to pass. Still, one makes better time on these than in the tangled wilderness around them. In game terms, the game trails are considered "medium forest," dictating a movement penalty of 4.

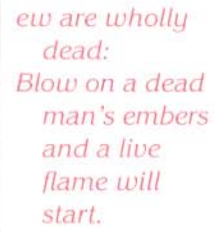
Encounters on the game trails are not uncommon. As a rule, the creatures met during these encounters are split fairly evenly between the normal animals of the forest and the spectral remnants who give the place its name. Therefore, the DM should consult the *supernatural* column of the encounter table if the 1d10 roll result is an odd number, and the *natural* column if the result is even.

Forest

Only a fool travels the Phantasmal Forest without a sure weapon or spell at hand! This gnarled and gloomy wood covering the vast majority of Avonleigh is so thick that it is almost impassible. Thick undergrowth makes footing uncertain, and brambles claw at exposed flesh. Massive knots of foliage and half-fallen trees overgrown with brush delay progress and hide many a lurking menace. The unusually thick nature of the forest's vegetation makes this region count as "medium jungle" for travel purposes. As such, it imposes a movement penalty of 6.

Encounters in the forest tend to be of a mundane nature rather than a spectral one. This does not, however, make them any less dangerous. Years of exposure to Morgoroth's evil magic has twisted the animals of the wilderness to make them every bit as ferocious as his ghostly minions. Therefore, the DM should roll on the *natural* column of the encounter table when such a challenge rises to meet the heroes.

II: Exploring the Grounds



Few are wholly dead:
Blow on a dead man's embers and a live flame will start.

—Robert Graves, *To Bring the Dead to Life*

Once the heroes make their ways through the Phantasmal Forest, they have the opportunity to look around the grounds of Tergeron Manor before they enter the house itself. The map included in the adventure box indicates the general areas that they can explore.

In addition to the DM notes concerning the encounter that occurs in each area on the map, various parts of the following text include a box with a number in it, indicating the track on the audio CD that should be played when the characters move into that area. Otherwise, the DM can set track 80 (night sounds) to repeat while the characters explore the grounds.

1. The Gate

14

Reading the Inscriptions: Anyone attempting to read the letters on the gate must be able to read languages through magical or rogue skills. If this is the case, a normal roll for success can be made. Failure indicates that, although the letters can be made out, the message is undecipherable. If the roll is successful, however, the word "Tergeron" becomes clear.

Opening the Gates: Attempting to open the gates is a difficult task at best. Years of decay have caused the lock's workings to seize up, making a normal attempt to pick it useless. A magical spell such as *knock* works normally and allows easy entrance to the grounds. The easiest way to get past the gate, however, is to invoke the name of the wizard who built this place. Anyone who cries out the name of Morgoroth causes the iron gates to swing open.

2. The Walls

15

Climbing the Walls: Although the wall that rings Tergeron Manor might pose a major problem for an attacking force of any size, it is hardly much of an obstacle to individuals. Anyone with climbing ability, either magical or mundane in nature, is able to quickly scale the walls. Indeed, even those without such abilities need only make a successful ability check on either Strength or Dexterity (player's choice) to get over the wall.

Using Magic or Psionics: Spells like *spider climb* or *levitation* work normally here, allowing a character to easily get past the walls. However, those that might enable a character to pass through the wall, like *wraithform* or *passwall*, result in the would-be trespasser suffering 3d10 points of damage the instant he touches the surface of the barrier. Morgoroth built the wall with a deadly magical charge running through it. A *dispel magic* cast upon the wall smothers the charge for one round per level of the caster, during which time an adventurer may pass through it by through either magical or psionic means.

3. The Stables

16

Explain to the players that each of the horses wears a saddle and bridle. These skeletal horses are *not* undead and pose no threat to the party. This is not to say, however, that they might not be unnerving. Players familiar with the RAVENLOFT campaign setting might well assume that they are Strahd's skeletal steeds or some related horror.

These horses belonged to a team of heroes that came to Avonleigh many years ago. They were slain by a unique magical spell that stripped the flesh from their bones instantly.

Touching the horse skeletons. Anyone who touches the horses causes them to collapse with a clatter of snapping bones. With one exception (see below), the leather of the saddles and bridles crumbles into dust.

Searching the rubble: If all six skeletons are destroyed, a rare treasure is revealed: A saddle strapped to the back of the last horse (no matter the order in which they are destroyed) is magical and none the worse for the years that have passed since it was brought into Avonleigh. Although it is quite heavy (35 pounds), it bestows upon any horse the same abilities as *horseshoes of the zephyr.*

4. The Reflecting Pool

17

Touching the Water: In fact, there *is* something alive in the reflecting pool: The thick slime that spreads across the surface of the water is actually a colony of 15 aquatic green slimes. This is a variant of the green slime described in the MONSTROUS MANUAL (see ooze/slime/jelly), one which dies in 1d4 rounds if removed from water.

5. The Garden

18

Before he was imprisoned within the walls of Tergeron Manor, Morgoroth grew spell components in this garden. Following the assimilation of Avonleigh by the Mists of Ravenloft, these plants were warped and mutated.

There are two dangerous types of plants in the garden. One is known as fearweed and the other is called bloodrose. There are five specimens of each variety in the garden.

Identifying the Plants without Magic: If a druid, ranger, or similar character attempts to identify these plants without the use of magic, he automatically fails because the specimens here are unique adaptations that have never been seen elsewhere. However, the close examination required to come to the conclusion that these plants are unique has a 50% chance to trigger an attack by the garden.

Identifying the Plants with Magic: Magic might also be used to identify the plants. If this is done, the spell functions normally and has no chance of triggering an attack by the garden.

Disturbing the Garden: Anyone entering the garden, attempting to harvest some of the plants, or otherwise making physical contact with the plants triggers an attack. When this happens, both the fearweeds and bloodroses lash out instantly.

6. The Courtyard

19

Despite the overwhelming sense of isolation and despair that fills this area, the characters are in no danger here. Three entrances to the manor border this area, but all of them except the double-doors leading to Area 17 have been magically sealed with a *hold portal* spell. This enchantment, like all others cast by Morgoroth, is assumed to have been invoked by a 13th-level mage.

7. The Back Doors

20

Two entrances to the manor can be reached from this area. Like those that surround the courtyard, these doors have been sealed with *hold portal* spells. This magic has to be overcome if the heroes wish to use them to enter Tergeron Manor.

8. The Topiary

21

While the plants in the topiary might appear menacing, they are actually quite harmless. However, they are not the only inhabitants of this area. . . .

Long ago, before Avonleigh became an island of terror, this was the place where Lambert battled Morgoroth (dramatized on track 7 of the CD). If the adventurers spend any time in the topiary, they'll encounter a chilling reminder of that grim and tragic day.

At the start of each round after the first that the adventurers are in the topiary, the DM should roll 1d6. If the number rolled is a 1, the party encounters the phantasmal remains of Lambert. When that happens, the DM should randomly select one of the party members and play track 22 for him.

22

Lambert is nothing more than a phantom. As such, nothing that the adventurers do to him has any effect, excepting a *remove curse* spell cast by a priest of at least 12th level, which dispels the phantom and sends it to its final rest. Lambert's spirit, like all those trapped in Avonleigh, can also be laid to rest upon Morgoroth's death.

9. The Graveyard

23

These are the graves of those whom the Mists have seen fit to bring into Avonleigh. Like the heroes of this adventure, they all eventually made their way to Tergeron Manor, either to confront the lord of the domain and destroy him or to search for some escape from Avonleigh. One and all, they found only death at the hands of Morgoroth. At the start of this adventure, there are 130 graves (10 rows of 13) in this cemetery.

If Any of the Heroes Dies: If any living person, including one of the adventurers, dies while within the walls of Tergeron Manor or on its grounds, a new grave appears in the cemetery: Over the course of the turn after the character's death, the body and all its possessions fade away. If life is not successfully restored to the fallen hero within that time, the body becomes ethereal and then vanishes utterly; simultaneously, a new headstone and grave appears within the cemetery. Six feet beneath this marker rests a coffin containing the character and his possessions. Nothing short of a *wish* spell can preserve the newly deceased person's belongings if he himself is not rescued.

Disturbing a Grave: Any attempt to exhume one of the graves (or engaging in any other disruptive behavior) alerts the wardens of this place. As soon as the soil is broken or the relative peace is disturbed, a mournful wailing fills the air (track 70). If the trespassers do not cease their digging, the moaning grows louder and more terrifying. On the next round, a trio of banshees rises from the earth and attacks. Three more arise on the following round, then three more, and so on each round (to a maximum of 15). Only when the grave robbers cease their digging and flee the cemetery does the assault cease. The banshees do not pursue fleeing adventurers.

Defiling a Grave or Headstone: Of course, any attempt by the adventurers to damage one of the tombstones or otherwise defile the graves also summons the guardian banshees to the attack. This includes attempts to bless the place or any operation involving the dead by priests of any non-evil alignment.



III: EXPLORING TERGERON MANOR

Between the idea
And the reality
Between the motion
And the act
Falls the shadow.
—T.S. Elliot,
The Hollow Men

No doubt battered and weary, the characters will at last reach Tergeron Manor itself, the decrepid house that stands at the very heart of the domain of Avonleigh. Sadly, victory is still far from their grasps. Only if they have the strength and courage to explore these haunted halls do they stand a chance escaping the dark and frigid island of terror. What travails lie ahead of them are perhaps more terrible than any they have faced before in their many adventures!

As the heroes explore Tergeron Manor, the Dungeon Master needs to keep a few important factors in mind, described below. Not all of the information that follows necessarily comes into play during the course of any single adventure, but the DM should readily know where to look for it if necessary.

Morgoroth's Influence

Because Morgoroth's spirit has fused with the house, he knows everything that goes on within it. Beyond that, he has the ability to manifest several unusual powers within the walls of Tergeron Manor. As an insubstantial being occupying the structure itself, he is unable to strike directly at the heroes, yet he can torment them through various circuitous means.

Morgoroth's powers and abilities are fully described in the Introduction. In order to make the job of the DM easier during game play, it is advisable to photocopy that page and keep it at hand as a reference during play.

Shattered Glass

When Morgoroth attempted to flee the land of the Mists, he cast a magical spell upon a mirror in his parlor (Area 16 on the map). It was his intention to turn that object into a powerful portal that would allow him to escape the Demiplane of Dread.

Of course, leaving Ravenloft is not so easy!

The mirror exploded, trapping Morgoroth's spirit within the very fabric of the house and scattering its fragments throughout Tergeron Manor. By finding these shards and placing them back in the mirror's frame, the heroes can learn of the necromancer's history.

Once the last piece is put in place, Morgoroth is freed from the house. (See "The Grand Finale," page 27.) Depending upon the way in which the heroes react to this, they may become either the necromancer's enemies or his allies. In any case, reassembling the mirror is a vital part of the adventure.

Entrances and Exits

There are several ways that a group of adventurers might seek entrance to Tergeron Manor. Each has its own special advantages and disadvantages. No matter what route the adventurers choose, the DM should keep in mind the fact that Morgoroth can slam windows on fingers and such at will (for 1d6 damage, successful Dex check to avoid).

Doors: The exterior doors of Tergeron Manor are all assumed to be under the effects of a *hold portal* spell when the adventurers arrive. They can be broken down, however, having an Armor Class of 10 and 20 hit points.

The exception to this is the pair of doors that open into Area 17 from the courtyard. These are not locked and can be opened easily.

Windows: Like the doors of Tergeron Manor, these have all been enchanted with a *hold portal* spell. They are easier to break through than the doors, however, having an AC of 10 and only 10 hit points.

Any character climbing through a broken window without taking care to (specifically stating that he will) clear out all the glass fragments has a 75% chance to cut himself for 1–3 points of damage unless he is armored from head to toe.

Other Attempts: All magical or psionic attempts to pass through the walls of Tergeron Manor automatically fail. This is a direct result of Morgoroth's presence within the structure of the house. No one can *teleport* from one room to another inside or outside, use a *passwall* to get from one area to another, or otherwise avoid using the doors or windows to get into and around the manor.

Truly unusual characters might attempt to bash a hole in the wall of the house to get in. If they do this, Morgoroth creates an illusion of blood flowing from the walls as soon as they start breaking through. This doesn't affect their efforts to get in, but might require a horror check if the players don't react appropriately.

Structurally, the house is made of 1-foot-thick *hard stone*. Attempts to break into it should be resolved with the rules for "siege warfare" on table 52 in the DUNGEON MASTER *Guide*. Note that weapons used for this purpose should be considered equal to a "giant fist" on the table, and that nonmagical weapons should save vs. crushing blow on a natural roll of 1. (Failure indicates the weapon shatters or otherwise becomes useless.)

Map Key & Encounters

All floor plans are included on the map that comes with this boxed adventure. That portion of the poster which details the interior of Tergeron Manor allows the DM to easily referee attempts by the party to explore it. Note that the European method of identifying levels of the house is employed in *A Light in the Belfry:* ground floor, *then* first floor, second floor, and so on.

Before starting this portion of the adventure, the DM needs to keep a few things in mind:

Doors: Track 79 on the CD contains the sound of a creaking door, which the DM can employ for effect whenever one of the heroes opens a door. From time to time a group of adventurers may need to break down one of the doors. These are not as sturdy as the exterior portals, so they can be broken down with a successful open doors roll.

Ceiling Height: Unless otherwise stated, every area on this map has a ceiling height of 15 feet. The three exceptions to this are the grand entrance (Area 12), the library (Area 29), and the belfry (Area 33). These rooms are twice the height of other rooms, having 30-foot-high ceilings.

Ground Floor

A chill of death hangs about Tergeron Manor like a frigid shroud. On this floor, the temperature varies between about 35° and 45° Fahrenheit. While this is uncomfortable, it isn't assumed to inflict any actual harm upon the adventurers or have any negative effects on their abilities.

10. Greenhouse

24

This greenhouse was used by Morgoroth to grow some of the unusual plants that he needed for his spellcasting. Those which found the climate of Avonleigh hospitable were grown outside (in Area 5). The ones that needed special care, however, were raised here. In addition to these magical plants, the necromancer devoted some space to herbs and spices for his table. Since Avonleigh was swallowed by the Mists, however, the weather has become far too cold for flora of this type to thrive.

That does not make this place safe, however, for Morgoroth took steps to protect this place against trespassers long ago. After all, the things that he grew here were quite valuable, and he didn't want thieves helping themselves in the dead of night.

Disturbing the Garden: As soon as the heroes enter the greenhouse, a special, protective trap is set into motion. If the heroes do nothing to disturb the plants (or what's left of them), they are in no danger. Even a casual examination of the garden is fine. Pulling up a plant or other such action, however, triggers the deadly device.

As soon as this happens, a small panel slides open on the floor near the center of the room. Because it is so old, the mechanism makes a distinct but unidentifiable grinding sound. It takes one round for the door to open.

On the next round, a spring-loaded device hurls a glass orb into the air. This sphere is very fragile and shatters as it strikes the roof, whereupon an emerald gas begins to fill the room. In one round, the middle two quarters of the room are saturated with the vapor. On the next round, the entire place is filled.

The green gas is actually a highly effective magical fertilizer that Morgoroth designed with the aid of a traveling druid who passed through Avonleigh many years ago. While it is highly effective in promoting plant growth, it is very dangerous to animal life: Anyone breathing it must make a saving throw vs. poison. A successful save indicates that the character did not breathe in the vapor, while a failed save results in the inhalation of this bitter, chalky mist. Once in the lungs, the vapor begins to change a character's body.



Within an hour there is a distinct greenish tint to the victim's skin. In two hours the skin is distinctly green and has the texture of a plant. With the passing of a third hour, the character's hair, fingers, and toes start to look like roots and tendrils. This process continues for the next day, at the end of which the character is completely changed into vegetable matter. In essence, he becomes a shambling mound.

A character who becomes a shambling mound finds his Intelligence, Wisdom, and Dexterity lowered to 7 (if they were higher than that) and his Charisma reduced to 3. The special abilities of those plant creatures, like resistance to cold or fire and regeneration when hit by a lightning attack, are acquired as well. As a rule, however, these are hardly consolation for the metamorphosis that has taken place.

11. Storage

25

Opening the Crates and Barrels: The crates and barrels are filled with various things used by Morgoroth in the tending of his greenhouse and outdoor gardens. These range from wood chips to dried leaves to bitter smelling powders of various colors, the likes of which the adventurers have never seen.

Opening the Coffins: The coffin-shaped boxes are about half filled with soil. Of course, any group of adventurers worth their salt is going to assume that these are the resting places of vampires. This isn't true; they're only various types of soil that Morgoroth imported to help in his gardening. Still, there's no reason a why DM has to let his players know this. Indeed, with a

few well-chosen words of the DM, the players will become certain that nosferatu are lurking behind every door.

If the heroes open any of the coffin-shaped boxes, they have a chance to find one of the shards resting atop the soil therein. With each box opened, the DM should roll 1d6. If the result is a 1, then the party finds Shard 9. If no fragment is found by the time the party opens the last coffin, they find it resting upon the soil in that one. When the party discovers the shard, the DM may wish to play track 89 (magical radiance), hinting that they have found something important.

Digging in the Coffins: Should one of the heroes dig around in the soil beneath the shard, he is in for a nasty surprise: Morgoroth has infected the dirt with an insidious petrification virus. Only a *detect magic* spell reveals its presence, and only a successful healing proficiency roll identifies it as a kind of virus.

When an adventurer places his hand in the soil, a saving throw vs. spell with a –2 penalty is rolled. If the roll fails, the hero becomes infected. If the roll succeeds, he doesn't contract the virus, but a second saving throw, this time vs. death magic, is required. If it fails, he becomes a carrier of the virus, subjecting anyone who touches him to the same set of saving throws and possible results.

12. Grand Entrance Hall

26

Searching the Debris: Anyone who searches the debris has a chance to find Shard 6. (Again, the DM may want to play track 89 [magical radiance] when the shard is discovered.) In order to do so, the character must make a successful Intelligence or Wisdom Check (whichever is higher). Unless leather gloves are worn or other precautions are taken, the character cuts himself on the multitude of crystal fragments, suffering 1 point of damage and a –2 or –10% penalty on tasks requiring the use of his hands for the rest of the adventure or until magical healing is applied.

13. West Closet

27

In truth, there is nothing dangerous here. The heat is no more than a special effect designed to frighten intruders. The heroes cannot discover the source of this unusual phenomenon by any means. If the door is closed and then opened again, there is no new release of heat.

14. East Closet

28

Like the other closet, the slamming door is a special effect set up by Morgoroth to sow a little fear among those who would invade his home. If the party leaves it alone, nothing further happens here. If their curiosity is aroused, however, they find this place a little more dangerous than its counterpart.

Forcing open the Door: If someone attempts to open the closet again, the same thing happens. However, it is possible for a character with a 17 or higher Strength to open the door once he is aware that it will try to close on him. One or more characters with a lesser Strength score might be able to open the door with special effort; such attempts must be adjudicated by the DM.

29

As soon as the door is prevented from closing, the same force that tried to close it reverses. As track 29 dramatizes it, the door explodes outward, ripping off of its hinges and slamming with tremendous force into whoever has opened it (as well as those standing behind him). At the same time, the almost deafening laughter returns and fills the air. The DM is encouraged to play track 74 (insane laughter) and set his CD player to repeat this admittedly nerve-wracking cacophony for the length of this encounter.

The person (or persons) hit by the door instantly suffers 2d10 points of damage. In addition, a saving throw vs. paralysis must be attempted. Failure indicates that the character slams into the far wall and suffers an addition 1d10 points of damage.

If the total amount of damage suffered by an individual is over 15 points, he is stunned by the impact; on the next combat round he is unable to act. Instead, he must make an ability check against his Constitution score. If the roll is successful, the character is able to act normally on the next round. If the check fails, a new one must be attempted each round until it is successful.

As mentioned above, the laughter that was trapped in the closet has now been released into the hall. Swirling lights and wisps of sickly white vapor rush through the air, twining about one hero, then racing off to torment another. These things are harmless enough, but they continue to harass the adventurers until someone in the party uses a magical item or spell in any way. While the spirits are dancing about, anyone making an attack or damage roll, an ability or proficiency check, or a saving throw suffers a –8 penalty. Percentage based rolls, like thieving abilities, suffer a –40% penalty.

As soon as one of the characters casts a spell or employs a magical item (no matter what its effect), all of the spirits sweep toward him. In less than a second, they plunge into his body and are gone. As the first spirit hits him, the character is buckled with agony, eliciting horrible screams. Then, at the instant the last spirit vanishes into his flesh, the scream is cut off and the character collapses from this spectral violation of his body. At this same second, the laughter ceases utterly, leaving the entire place deathly silent.

For exactly 13 rounds, nothing will revive the character. Not even a *wish* spell will serve. This is Morgoroth's magic at work, and within the confines of the manor nothing can counter it. Horror checks may be in order for the affected hero's companions. Finally, exactly 13 rounds later, the character's eyes pop open and he finishes his scream. (Now, *fear checks* may be necessary.) As soon as that is done, he's fine again—sort of. If the DM chooses, a *madness check* for the victim may be mandated. (See the *Campaign Setting* boxed set for rules on fear and madness checks.)

From now on, the spell which the character attempted in the presence of the spirits fails. Instead, the phantasmal horde bursts from his body and fills the air again, laughing and imposing the same penalties described above. Only by attempting to cast the same spell or use the same item again as the spirits fly about can they be halted. It is important to note that the spell (or a charge from the relevant magical item) tied to the spirits is not spent when the character first attempts to cast it and they appear. Only the second attempt to invoke the magic depletes the energy stored in the character's mind or the magical item. Once this is done, these shades are drawn back into the character's body. Again the poor fellow cries out in agony and collapses, and for another 13 rounds he is impossible to revive.

In order to be rid of these spirits, the character (and the magical item involved, if any) must be hit with a *banishment* spell. However, this spell does not work within the domain of Avonleigh, so the character cursed with these dreadful things remains handicapped—unable to invoke that particular spell or magical item—for at least the rest of this adventure. (Of course, only a *really wicked* DM would be fiendish enough to slip in one or two extra encounters that call for the use of the affected spell or item. . . .)

15. Gallery

30

Examining the Statues: While they might all seem to be fashioned from one model, a close examination of these figures reveals they are not. Each has unique features that sets it apart from the others. If fact, each of these is a representation of one of the 12 Knights of the Circle.

Morgoroth created these with a variation of the *stone shape* spell that affects steel. While adventurers might imagine some sinister motivation behind the molding of these magnificent figures, none such exists. In fact, the necromancer created these while in service

to the Circle, as an artistic distraction.

Anyone who examines the statues carefully discovers an imperfection in one of them: Buried within the throat of one of the statues is **Shard 8.** Following the explosion of Morgoroth's magical mirror, each of the fragments was briefly ethereal, and this particular one materialized while passing through the steel knight. Once again, the DM might play track 89 (magical radiance) as the shard is discovered.

Removing the Shard: Removing the shard is difficult. A close look reveals that it is not plunged into the metal of the statue but is actually fused in place. Thus, there is no way to pry the fragment loose. Instead, a hero must render himself incorporeal through the use of a *wraithform* or similar spell, at which time he finds that he can simply reach up and pull the shard free. This is due to residual magic from the mirror's detonation.

A second method of freeing the shard is to cast *crystalbrittle* on the statue, then deliver a sharp blow to it, which destroys the knight but not the fragment. If one of the adventurers is prepared, he can catch the piece of mirror as it falls to the ground by rolling a successful ability check on Dexterity with a +4 bonus. If no one is set to catch the shard, a normal Dexterity check is allowed for anyone standing within 5 feet of the statue.

If the shard is not caught, it breaks when it hits the ground, but all is not necessarily lost; a *mending* or similar spell restores it. Once the shard is reassembled, the magic of the shard remains undiminished by its rough treatment.

Because of the great diversity of spells available to AD&D® Game characters, it is impossible to cover every possible way by which one might separate these two objects. The above two methods are suggestions which give the DM a feel for the sort of tactics that might work. The DM should always listen to the plans of the adventurers and then decide the chances that they will succeed.

If the shard is removed without destroying the statue, blood begins to run from the statue's throat. This is actually an illusion crafted by Morgoroth to frighten the characters. Rather than pooling on the ground, the blood runs into streams that spell out:

The night has fallen.
Your fate is sealed.
Death is at hand.

As soon as the words are read, the blood bubbles away into thick, brown smoke that smells like rotting meat. In only a few seconds, they are gone. An examination of the statue reveals no trace of the blood's source.

16. Parlor

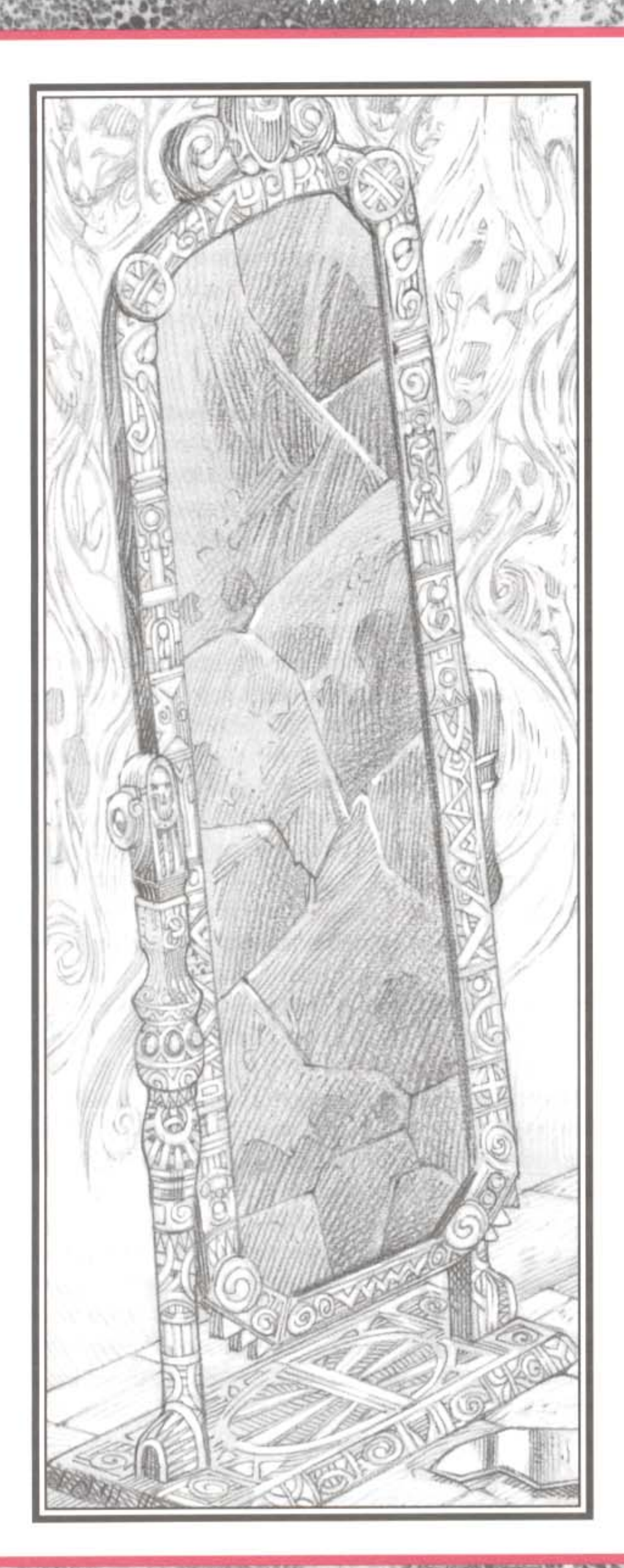
31

This is the room where Morgoroth attempted to use a mirror to create a magical portal that he hoped to use in his ill-fated escape from Ravenloft. This being the case, the fragment that lies in the dust is one of the 13 shards described at the start of this chapter—**Shard 1,** to be precise. (The DM can indicate as much by playing track 89 [magical radiance] on the CD.)

Using Divination Magic: If the characters employ a *detect magic* or similar spell here, they find that both the shard and the mirror frame are magical. Spells intended to reveal information about the mirror's alignment fail, for it has none.

Returning the Shard to its Place: A casual examination of the two objects reveals that the fragment fits exactly into one of the areas defined by the scorched lines on the backing. If the shard is placed against the frame, into the space that matches its outline, a magical glow fills the room and that part of Morgoroth's tale is revealed to the adventurers.

Fitting Additional Shards in Place: As the characters acquire the various shards of the mirror, they can return here and place them in the frame. As soon as each one is in position, the effect of doing so, described above, is repeated and the adventurers learn a little bit more about Morgoroth's history.



Fitting the Last Shard in Place: When the last of the 13 shards is fitted into place, the heroes hear the final portion of Morgoroth's story. In addition, they free his spirit from its imprisonment within the walls of Tergeron Manor. When that happens, the adventure continues with "The Grand Finale" (page 27).

17. Dining Room

32

Morgoroth seldom had guests at Tergeron Manor, but when visitors did avail themselves of his hospitality, this was where they were served meals. The table was always kept set and a minor *cantrip* woven periodically in this room by the wizard, kept all things spotless and free of dust. When it was time for meals, a staff of *unseen servants* (created by the 1st-level wizard spell) were summoned to prepare the food, serve the meal, and otherwise tend to the needs of the guests.

Casting a *Detect Magic* Spell: All of the candelabrums on the table are filled with magical candles; a *detect magic* or similar spell reveals this. The candles in the chandeliers are not magical.

Lighting the White Candles: When all of the white candles on a candelabrum are lit by a single person, an *unseen servant* is called into creation. This spell effect serves the person that summoned it, but unless that individual thinks to give it some order, the effect merely follows him around. The *servant* remains active until all of the candles on its candelabrum are snuffed or burned down, the latter of which takes about 12 hours.

Lighting the Black Candles: The black candles in the candelabrums are enchanted with a spell that Morgoroth created to ensure that no guest would ever have cause to complain about his hospitality. Each of these candles requires anyone within 20 feet to successfully save vs. spell or fall under its influence: For as long as the candle burns and that person remains within 20 feet of it, he finds any meal put before him to be a delicious treat. Thus, if the black candles

were lit, Morgoroth could serve maggots and sawdust to his guests and stand a good chance of having them love it. These candles also burn for a maximum of 12 hours, but they may be snuffed and relit many times.

18. Kitchen

33

Morgoroth maintained a well-stocked kitchen and larder. While he didn't have visitors very often, those who did come were always impressed. This was partially because of the magical black candles that he placed on the table (in Area 17), but it was also because of the fine food that Morgoroth served.

As in the dining room, Morgoroth employed *unseen servants* to prepare the food for his guests. A man who was very fond of good food, he created a special variant of the *unseen servant* spell that summoned up creatures who were excellent chefs. If one of the *servants* from the dining room is brought in here and commanded to prepare a meal, it produces a dish of passable quality.

While the characters may find any manner of cooking utensil they might desire here, they find nothing of exceptional value.

19. Pantry

34

This area is well stocked with a fine assortment of foods. With a little effort, a tasty meal can be put together from the ingredients stored here. Morgoroth has readied a spell over the foods here that will certainly spoil any feast the adventurers might cook up (see below).

Eating the Food: If anyone eats anything from this pantry, they find it tasty and apparently wholesome. After two or three bites, however, the food suddenly putrefies. Maggots wiggle out of meat, beetles begin to crawl out of bread, and worms slither around in fruit preserves. Anyone who has eaten of these foods must make a successful saving throw vs. poison or begin to disgorge everything he ate. In addition, a second successful saving throw must be made or the character contracts a debilitating disease (as per the *cause disease* spell). Persons who successfully made their first saving throw need not make the second one.

First Floor

The stairs at each end of the hallway (Area 20) lead down to the ground floor and the grand entrance (Area 12). Hence, the ceiling rises to a height of 30 feet over the stairs.

On this floor the temperature varies between about 25° and 35° Fahrenheit. Not only is this uncomfortable, it imposes a –1 penalty upon all heroes' attack rolls and saving throws. This penalty can be negated by magical spells or special equipment (like winter clothing) designed to negate the effects of cold.

Breaking Through the Ceiling: If anyone attempts to break through any of the ceilings on this level, he discovers that it is enchanted and seems to be harder than stone. Any weapon or tool used to chop or bash at the ceiling shatters on a natural attack roll of 20. If a *dispel magic* is cast upon the ceiling, however, its solidity is reduced to that of normal wood. It is then considered to have an AC of 10 and must sustain 40 points of damage in order to create a hole large enough for a man to climb through.

20. Hallway

35

Breaking a Sphere: These glass spheres, bound together with delicate metal chains and hanging from the ceiling like an electrical light fixture, have been exposed to a fierce storm and thence absorbed a stroke of lightning. If anyone breaks one of them, he releases a *lightning bolt* similar to that created by a 13th-level wizard. Thus, it travels a distance of 170 feet and inflicts 10d6 points of damage upon anything in its path. The direction of the bolt is along the length of the hallway, starting in the direction of the hero who broke it. As the hallway is only 70 feet long, the bolt

streaks to the end of the hall (past the globe-breaker), rebounds and strikes the wall at the opposite end, then rebounds again and strikes the first wall one more time!

If and when one of the spheres is broken, the lightning that it releases does not harm the others, as all three orbs are immune to *lightning bolts* of either natural or magical nature. A *dispel magic* cast on one of the spheres saps it of its power and neutralizes it.

Disturbing the Armor: The suits of armor are not magical, nor are the long swords they hold. However, a skeleton is contained within each one. If anyone lifts one of the visors, attempts to remove a sword, or otherwise disturbs these suits, all 12 monsters attack. (They are AC 3 and fully vulnerable to edged and piercing weapons due to the armor.) Once the skeletons have been defeated, their armor and swords may be claimed by the heroes.

21. Linen Storage

36

A trap door set in the wooden floor of this room opens onto the rickety stairs that lead down to the storage room (Area 11).

This room also holds a large store—of linen. It seems that Morgoroth expected to do a great deal of entertaining before his fortunes turned against him. There is nothing valuable or dangerous in this room.

22. Bedroom

37

The brown velvet chair in this room is actually a mimic. When Morgoroth was alive, it was ordered not to attack his guests. (Of course, it could do whatever it wanted to his enemies or other intruders.) In return for this service, the wizard saw to it that the mimic was well fed and cared for. This arrangement suited them both well.

Touching the Chair: When Morgoroth's physical form was destroyed, many of the living things in Tergeron Manor were rendered dormant. The mimic here was one of them. As soon as someone enters the room, however, his body heat revives the creature.

The mimic only attacks if someone sits on or touches it. Thus, the adventurers could enter the room, pick up the shard, and leave without ever being attacked by the creature.

Recovering the Shard: The shard on the bed (Shard 12) is not trapped or dangerous in any way. (Don't forget to play track 89 [magical radiance] if it's been played for other shards.) When one of the heroes picks it up, however, the DM should roll 1d20 and then perhaps jot down the character's name, along with the words "lycanthrope curse," on a piece of paper. After that's done, he can set the paper aside and continue with the adventure. Rolling the die makes the player a little nervous, and he who has the bad taste to peak at the DM's "secret" notes will stew in his own juices. . . .

23. Bedroom

38

Here lies the body of Ferran Shadowborn, leader of the Circle and paladin-king of Avonleigh. Out of respect for his one-time friend, the necromancer laid Ferran's body here after killing him. The knight's purity and nobility made it impossible for Morgoroth to corrupt his spirit or body.

39

Examining the Body: Anyone who disturbs the body accomplishes two things: First, he upsets the resting spirit of Ferran Shadowborn. Second, he angers the unliving spirit of Morgoroth, who still mourns over the death of this great man. As individual acts these are foolhardy, but combined they are suicidal.

At the first indication that one of the heroes is planning to touch the body in any way, Morgoroth fills the room with a deafening scream that requires all heroes to make a successful saving throw vs. spell or feel *fear* (per the wizard spell). This screaming continues for 1d4+2 rounds and requires each character to make a fear check every round. Track 76 provides the sound effect. If all the heroes fail

their saving throws, Morgoroth repeats the strategy if they approach again.

Touching the Body: If anyone actually touches the body, he discovers it is tremendously cold. This is the result of the unusually wholesome nature with which all members of the Circle were blessed to a magical degree. If the body is touched with bare flesh (outstretched fingers, for example), the character suffers 4d4 points of cold damage. A saving throw vs. paralysis must also be made, with failure indicating that the limb has frozen solid. If this happens, the limb becomes useless. What's worse, a sharp blow to that area causes it to shatter completely.

The limb thaws in 3d4 rounds, but a *cure light wounds* or other healing spell must be cast on it. If not, the limb becomes gangrenous in one hour (six turns) and falls off in one day. During that time, only strong magic (like a *heal* spell) can save the limb.

Defiling the Body: Anyone who searches the body, is disrespectful to it in any way, or attempts to take something from it (like the *holy sword*) is committing an evil act (grave robbing). In addition to requiring a *Ravenloft powers check* (see the *Campaign Setting* box), the character falls victim to a magical curse that reflects the opposite of the paladin's own, natural powers. From that day forward, the curse victim suffers a –2 penalty to all saving throws, and a –4 penalty if the save involves a disease or some sort. Also, the character must make a successful fear check whenever he sees someone turn undead or become gripped with the same aversion experienced by the undead. Only by saving the life of a paladin can the character break this dreadful malady.

24. Bathroom

40

The tub in here is empty. Most of the liquids, powders, and oils that fill this room have been rendered useless by the passage of time. All in all, there is almost nothing of any value in this room.

Casting a *Detect Magic* spell: The one exception to this general decomposition is an innocent-looking white washcloth, folded and stacked with a dozen others. If a *detect magic* is cast in the room, this cloth proves to be enchanted. If the cloth is moistened with holy water and drawn across the forehead of a character, it confers upon him the benefits of a *bless* spell for one hour. The cloth can be used on any individual only once in a 24-hour period; excess applications in that period have no effect. If more than one character is to be *blessed*, the cloth must be moistened before each application. A vial of holy water contains enough fluid to *bless* three persons.

25. Master Bedroom

41

Examining the Orb: Anyone who carefully examines the orb notices an area of darkness within it. This is **Shard 3.** (Play track 89 if desired.) Like the orbs in the hallway, this sphere contains a magical essence. Those the party found earlier held lightning, but this orb stores the magical power of a *fireball*. Any blow shatters the sphere, triggering the spell. If released, the *fireball* inflicts 10d6 points of damage to everyone and everything in the room.

If the sphere is broken, the shard falls to the bed, which is burning following a detonation. If the shard is not recovered within three rounds, it becomes damaged as the bed collapses from fire damage. Fortunately, a *mending* spell can restore it.

A *dispel magic* cast upon the orb causes its magical power to flicker and die. At that point, it may be broken without risk because the essence of fire within it is no more.

26. Bathroom

42

Breaking the Ice: The glass in the tub is **Shard 10.** (Play track 89) If the heroes attempt to recover it by chipping or breaking through the ice, they run the risk of

shattering the mirror piece. Although the DM is free to determine the chances of this based upon the techniques employed by the characters, the shard should probably make a successful saving throw vs. crushing blow to escape damage. If the shard is broken, a *mending* or similar spell is required to repair it.

Melting the Ice: If the ice is somehow melted, the shard is fairly easy to recover. Morgoroth makes the experience unforgettable, however, as he employs his darklord powers to transform the melted ice into blood. It is important to note that this is *not* an illusion. Morgoroth turns the crimson liquid into a blood elemental just as the shard is liberated. As a rule the adventurers should be allowed enough time to say something like "See, I told you we could melt the ice without any danger" before the creature attacks.

27. Closet

43

As might be expected, this area holds Morgoroth's clothes. For the most part they are so well made as to be worth twice the cost of a similar item listed in the Equipment section of the *Player's Handbook*. If characters wish to loot this closet, they are free to do so. The DM should establish reasonable limits as to what might be found here, but Morgoroth was very fond of his wardrobe, so these ought to be generous. Nothing in here is magical though.

Searching for Secret Doors: A secret door in here provides access to a stairway that leads up to the second floor. Scratches and gouges in the floor and ceiling of the closet, made when the door swung open, may reveal its location to adventurers who fail to invoke searching rules. The latch for the door is disguised as an unused coat hook.

A fragment of the shattered mirror is wedged between two of the slats that make up the staircase side of the secret door. This is Shard 2. Since the door opens in and away from the party, they will not spot the shard unless they inspect the back of the door. (Play track 89 if desired.)

Second Floor

As usual, the ceiling height in all of these chambers is assumed to be 15 feet. The library (Area 29) is the exception, having a 30-foot ceiling. Access to the this floor is possible only through the secret stairs behind Morgoroth's closet (Area 27) unless the heroes chop through the ceiling of the first floor.

On the second floor the temperature varies between about 15° and 25° Fahrenheit. Not only is this very uncomfortable, but it imposes a –2 penalty on all characters' attack rolls and saving throws. This penalty can be negated by magical spells or special equipment (like winter clothing) designed to negate the effects of cold.

28. Laboratory

44

The stairs from the first floor provide access to the laboratory, but they also continue upward to the third floor and Area 32. Go to page 24 if the heroes continue to climb to the top.

Examining The North Wall: The items along the north wall are spell components. Morgoroth maintained a great collection of such things. In many cases he had components that had no known use but which he expected to be able to employ at some point in the future. There is a 75% chance that any spell component the adventurers wish to look for can be found here. The language in which the jars are labeled is Morgoroth's own code. It can be deciphered with a *read languages* or similar spell.

Examining the Heart: If anyone takes the time to examine the thing that looks uncomfortably like a human heart, the DM may wish to tease him by playing track 66 (beating heart) as he approaches it. Anyone who has experience in such matters is able to tell that this organ came from a carnivorous ape. Close examination reveals Shard 13 is in the jar with it. (Play track 89 if desired.) This jar, as well as any of the others, can be opened with little effort, and the shard is easily retrieved.

Examining The Tables: Anyone who tinkers with the experiment tables has a chance of setting off a spell effect. Each round during which one of the tables is examined in any way requires the character doing so to make an ability check against his Wisdom score. A failed check indicates the spell effect activates.

In order to determine the exact effect that activates, the DM should flip to the list of Wizard's spells in the *Player's Handbook,* close his eyes, then stab his finger at the page (levels 1–6 only). The spell under the DM's finger is the one that goes off. If more than one spell is indicated, the DM should pick the one with the greatest shock value for the characters.

29. Library

45

Searching the Library: Morgoroth's collection of historical reference materials is unequaled. Labeled in the same language found in the wizard's laboratory, this facility was an incredibly valuable tool upon which both Morgoroth and the Knights of the Circle relied heavily.

In addition to all the mundane tomes that fill this room, Morgoroth has added a number of magical volumes to his collection. A careful search of the library, which almost certainly has to include the casting of a *detect magic* spell, turns up a *manual of golems* for each of the six Ravenloft golems (bone, doll, gargoyle, glass, mechanical, and zombie—see the RAVENLOFT MONSTROUS COMPENDIUM appendix one). In addition, a *Boccob's blessed book* and a *libram of ineffable damnation* can be found.

Examining the Third Table: The real treasures in this room, however, are the large magical tome and the mirror shard on the third table. The former is Morgoroth's own spellbook, and the latter is **Shard 5.** The necromancer's grimoire contains all of the 1st- through 6th-level spells from the necromancy, abjuration, and invocation/evocation schools. These are written in a special code created by Morgoroth and require a *read magic* spell to decipher.

The aura that surrounds the book is one of the magical protections that Morgoroth has woven over it. In fact, this is a harmless glow that naturally radiates from the tome and winks out of existence the instant anyone touches it—a harmless though intimidating effect. If the aura fails to frighten off a would-be thief, however, addition spells protect the book.

Picking up the Shard: Once the aura is "defeated," the shard may be picked up freely. However, unless a hero states that he is attempting to do so without touching the spellbook, however, tragic results are likely:

- **Touching the Book:** Anyone with 13 or fewer Hit Dice who touches the book after the blue aura is dispelled is affected by a *feign death* spell unless a saving throw vs. death magic is successful. To the victim's companions, of course, it looks like the character has been stricken dead. Unless dispelled, the spell wears off in three hours.
- **Releasing the Clasp:** Anyone who attempts to release the clasp on the book triggers a *cloudkill* spell which immediately fills a 10-foot cube around the book, then expands at a rate of 10 feet per round until the entire room is filled. Creatures with fewer than 4+1 Hit Dice are instantly slain by this cloud, with no saving throw allowed. Creatures with between 4+1 and 5+1 Hit Dice are entitled to a saving throw vs. poison with a –4 penalty to avoid death. Creatures of up to 6 Hit Dice are also be killed if they fail an unmodified saving throw. Those with more than 6 Hit Dice, or who successfully made their saving throws, suffer 1d10 points of damage during each round that they remain in the room. The cloud lingers for 13 rounds.
- **Opening the Book:** Opening the book sets off a *fire trap* spell that inflicts 1d4+13 points of damage to all characters within 5 feet. A saving throw vs. spell is allowed to reduce this damage by half. The spellbook itself is not harmed by the detonation.
- **Reading the Title Page:** The first page of the book is clearly some manner of introductory page, as the text upon it is set below something

that is obviously a title, and the swirling signature of Morgoroth lies at the bottom. This is also a trap, an *explosive runes* spell. Anyone who reads any part of the page without first saying "Morgoroth" triggers the spell, inflicting 6d4+6 points of damage upon all within 10 feet. The reader is not entitled to a saving throw, but others suffer only half damage if they make a successful saving throw vs. spell. If this spell is triggered, the book is reduced to a fine, white ash.

Translating the Book: If all the traps are diffused, there is little doubt that wizards in the party will want to decipher the spells in Morgoroth's book so that they can transfer them to their own magical tomes. Because the necromancer changed his encryption formula with each spell, a *read magic* must be used on each one independently.

Of course, Morgoroth was a very paranoid man, so only about half of the pages in this book are actually inscribed with magical spells. Whenever a character casts a *read magic* upon one of the pages, there is only a 50% chance that he gets what he hopes for.

Otherwise, the sheet on which a spell appears to be recorded is a magically bound spirit that is freed by the *read magic* spell. The DM should roll 1d6 on the following table to determine the type of monster released:

1. Banshee
2. Crimson death mist
3. Spectre
4. Shadow asp
5. Shadow
6. Wraith

30. Alchemical Storage

46

A staircase in the northwestern corner of the room leads up to the bellringer's chamber (Area 31.)

Examining the Containers: Although the crates and boxes don't appear to be labeled, most are marked in invisible script; the casting of either a *read languages* spell or a *detect magic* reveals this. As with all of the other writing in this place, only someone with the natural or magical ability to read the language of Avonleigh is able to decipher the labels.

Three of the cases, all of which look like 12-inch-long coffins, are *not* labeled at all. As they are placed apart from the others, it is likely that the characters will notice them.

Opening the Cases: Defeating the silver locks requires a successful open locks roll with a –25% penalty due to their minute size and intricate construction. Spells like *knock* can be used to defeat these closures. A failed attempt to open any container causes it to flash brightly (but harmlessly) and smoulder away into fine white ash, destroying the box and its contents.

Inside the Labeled Cases: If the locks are opened, the characters find a great wealth of scientific and magical equipment. There are braziers, coils of copper tubing, flasks and beakers of all sizes, and a seemingly endless assortment of related devices. Hidden in the bottom of each container is a magical item: three *pearls of power* (one each of 1st-, 2nd-, and 3rd-level) in one; a *rope of climbing* in the next; a *scarab of death* in the last. A *detect magic* spell is required to recognize any of them as something of value.

Inside the Unlabeled Cases: Two of the blank boxes are *spirit traps* and the third contains **Shard 11.** (Play track 89)

The traps function as *mirrors of life trapping* save that they each hold only one prisoner. When a new victim is trapped, the previous one is released. One of them contains a hook horror and the second holds a hell hound. Both have been driven insane by their prolonged captivity and go berserk with battle-fury when released.

Third Floor

Access to this floor is possible through two separate staircases. To reach the bellringer's chamber (Area 31), the heroes must climb the steps in the alchemical storage room (Area 30). To reach Morgoroth's cell block (Area 32), they must continue up the steps that begin in the master bedroom's closet (Area 18). Of course, the heroes may attempt to chop through the

ceiling of the second floor. When this happens, the ceiling is considered to have an AC of 10 and must sustain 40 points of damage in order to create a hole large enough for a man to climb through.

On the third floor the temperature varies between about 5° and 15° Fahrenheit. Not only is this extremely uncomfortable, it imposes a –3 penalty upon all characters' attack rolls and saving throws. This penalty can be negated by magical spells or reduced to –1 by special equipment (like winter clothing) designed to negate the effects of cold.

31. Bellringer's Chamber

47

This room lies directly below the bell chamber where Aurora Shadowborn sleeps (see Area 33). It has wooden walls that are somewhat weathered but still sound for the most part. A solid blow to one of them by a character with a Strength of 15 or higher punches right through, however—something a dramatic DM might want to keep in mind.

Stirring up the Dust: Anyone who performs any action that might kick up a fair quantity of the dust in this chamber summons the guardian of this place, a vampiric mist. Sufficient "actions" include walking across the floor, casting *gust of wind,* or vigorous movement.

When the dust is disturbed, a strong wind springs to life and the room is instantly filled with a choking cloud of particles, imposing a –4 penalty upon attack rolls. One round later, the vampiric mist forms. This mist is not a natural creature, but the product of a magical powder mixed with the dust that covers the floor. During the battle, a mirror shard is clearly visible on the floor near the center of the room. (When the dust was on the floor, it was hidden from view.) This is **Shard 4.** (Play track 89)

After the vampiric mist is destroyed, the dust settles to the floor and once again forms a thick blanket. If disturbed a second time, it kicks up irritating clouds, but has no other effect. The vampiric mist does not form again.

Pulling the Ropes: The ropes in this room run up to the bells one level above. The glow that surrounds them is part of the magical aura that closes off the belfry. Any attempt to pull or move the ropes reveals that they are as rigid as steel. Nothing can bend them as long as the magical glow surrounds them. Attempts to damage the ropes fail; neither might nor magic is able to affect them in the slightest.

In fact, it isn't even possible to actually touch the ropes. The yellow light forms a barrier that no force in the world can dispel. Only when all of the shards have been placed in the mirror and Morgoroth has been restored to physical form does this field collapse.

32. Cells

48

Over the years, many people have made their ways into Avonleigh. Those who died facing the many lethal threats of the domain were magically interred in the graveyard



outside. Those less fortunate were sealed in this room and left to die. The lingering nature of time in Avonleigh has resulted in the prolonged state of decay and corruption that the heroes witness here.

Entering the Room: The door into this room is a one-way portal that magically seals behind anyone that enters. It can be opened easily from outside of Area 32, but not from within. This isn't a big problem for the characters if at least one of them remains on the steps or downstairs. If they all enter, however, the door slams shut behind the last one, and only force (a successful open-doors roll) or magic (like a *knock* spell) opens it.

Entering the Cells: Like the door, the cells can be opened easily from the outside via a small latch on each door. Someone inside the cell cannot open the door, however, even if he reaches outside and tries to work the latch. Only force or magic allows someone inside a cell to open the door.

Morgoroth animates the 33 rotted bodies that lie in here, who attack as ghouls, if anyone attempts to force any of the doors in the room, including the one leading to the stairs. Of course, those undead locked in cells may not be able to get to the heroes, but still they reach through the bars and groan hungrily, prompting horror checks. Of course, Morgoroth can make freed ghouls open doors for others as well. If possible, the dead adventurer in the hallway will open the nearest cell door, releasing 1d4 ghouls, before engaging the heroes. Then, one of those newly freed undead will attempt to open the rest of the cell doors and release all imprisoned monsters, which attack the party.

Examining the Common Corpses: The 33 corpses of the common folk lie scattered about the cells like fallen branches after a storm. If they are not animated, or after the heroes have defeated them all, a search of their remains uncovers valuables totaling about 100 gold pieces in value. Looting these bodies, of course, requires a Ravenloft powers check.

There is a 25% chance that any body examined contains a carrion stalker.

Examining the Adventurer's Corpse: This young woman saw her companions killed as they explored the halls of Tergeron Manor. She fled from the horrors that claimed them, only to die here. Her last act was to claim the mirrored shard that she found in this room.

Picking up the Shard: Any adventurer that comes close enough to this corpse to touch it can claim the fragment in her hand. There is no danger associated with the shard itself. This is **Shard 7.** (Play track 89)

Fourth Floor

There is only one room on this floor, which is the belfry, where the priestess Aurora Shadowborn sleeps in a state of catatonia in a glass coffin (see page 28). This room has a height of 30 feet, only the bottom half of which is walled in. The top of the room is open to the air, allowing the pealing of the bells to be heard throughout the domain.

The freezing cold temperature on this level automatically subjects the heroes to frostbite conditions. See the back cover of this booklet for more information.

A magical barrier effectively sequesters this room until all of the 13 shards are replaced in the mirror and the entire history of Morgoroth is told; this includes the open area at the top of the tower. Once the mirror is reassembled, the wizard is freed from his ethereal state and the barrier simultaneously falls. Until then, however, there is *no way* that the heroes can enter Area 33. Therefore, the adventures must go back downstairs to the parlor (Area 16), completely reassemble the mirror, and listen to the full story of Morgoroth in order to reach the fourth floor and complete the adventure.

Of course, once the tale is told, the wizard is released from his ethereal trap and the heroes must deal with him before doing anything else. Proceed to the next chapter to resolve that confrontation and bring the adventure to an end, for better or worse.

IV: The Grand Finale



Mirrors are there when we are and yet they never give anything back to us but our own image. Never, never shall we know what they are when they are alone or what is behind them.

—Erich Maria Remarque, *The Black Obelisk*

The climax of this adventure occurs when the last of the 13 shards is put into place in the frame of the mirror in the parlor (Area 16). This needn't be Shard 13, as the fragments can be placed on the mirror in any order. Whatever its number, when the last shard is put in place, the mirror glows brightly and that portion of Morgoroth's story is told. Proceed to "The Necromancer Returns," below, and track 50.

There are actually three elements to the conclusion of this adventure: the return of Morgoroth and his attempt to destroy the adventurers ("The Necromancer Returns," below); the release of Aurora Shadowborn from her crystal coffin ("The Sleeping Corpse," page 28); the escape of the party from Ravenloft ("Leaving the Mists Behind," page 31).

The Necromancer Returns

50

It is quite likely that the characters will wish to attack Morgoroth as he steps out of the mirror. Because of the powerful magic associated with this event, however, their efforts are wasted. Only after he has exited the mirror for a round, during which time he solidifies, is Morgoroth vulnerable. Prior to that time, any attack directed at him is absorbed by the mirror through which he is stepping.

If the heroes decide to break the mirror any time after Morgoroth leaves it, proceed directly to "The Necromancer's Doom" and track 53.

Morgoroth has not been blind to the actions of the heroes. He knows full well that they have pieced together the mirror and have learned his history. He has also seen them in battle, and he knows their strengths and weaknesses.

Talking Things Over

If the characters do not instantly attack him, Morgoroth is willing to talk with them. He refuses to allow them to enter the belfry, though, and he certainly has no intention of letting them free the priestess from her coffin!

No matter what the characters tell him, the necromancer does not believe that Aurora ever loved him. Even if she did, he reasons, his actions will have driven that out of her. After all, he killed her beloved brother. (On that count, Morgoroth is right. If Aurora were to learn what happened to Ferran, she would curse his name for all time.)

If the adventurers agree to leave the manor peacefully and to seek escape from Avonleigh without bothering the wizard, he lets them go through the Mists unhindered. He realizes that they freed his spirit, and by letting them leave his house alive he feels that he has discharged his debt to them. Such an agreement should be difficult for heroes to accept, however, for it leaves the priestess imprisoned.

The Last Battle

If the adventurers threaten Morgoroth or if he sees them as too weak to defend themselves, the wizard simply attacks them; refer to his combat abilities on page 3–5. Fighting the necromancer is not easy. In addition to all of the magical powers that he possesses, he is the lord of this domain and the dark powers do not allow their toys to be easily destroyed.

As soon as combat erupts, Morgoroth summons allies, filling the room with 1d8+6 shadows and 1d6 spectres. This does not constitute his action for the round.

If the heroes have shown themselves to be powerful enemies during their exploration of the

manor, Morgoroth attempts to flood the room with a *death fog* spell and make an escape. Throughout the rest of the adventure, he torments the party and attempts to use his spells to weaken it. Once he feels that the heroes are no longer a real threat, he returns and attempts to destroy them once and for all.

If the heroes have not proven themselves an organized force during their time in Avonleigh, Morgoroth shows them no mercy: He bombards them with spells and then slips away for a round or two. When the heroes let their guard down, he returns and attacks again.

The Necromancer Falls

51

Play track 51 if Morgoroth is reduced to 10 or less hit points, but not reduced to 0 hp or less. (Otherwise, skip to "The Necromancer's Fate," below). When defeat is upon the necromancer, and escape is impossible, he utters a last incantation and falls apparently dead. In fact, Morgoroth has just cast a *feign death* spell. If the party members do not inflict further damage upon him, he wakens in just over three hours. By "playing possum," Morgoroth hopes to avenge his defeat later.

The Necromancer's Fate

52

Play track 52 if Morgoroth is over-whelmed and slain before he has the chance to feign his death. If this happens, Morgoroth's essence once again is contained within the wood and stone that comprises Tergeron Manor.

It is important to note, however, that the ward which Morgoroth previously placed upon the belfry has failed. Although he can use his normal ability to close doors in an attempt to keep the adventurers out, they will have little difficulty in reaching the top of the tower now.

If the heroes go about and collect the fragments again, they can restore the mirror and free Morgoroth a second (or third, or whatever) time. The DM needs to randomly distribute the debris if they start to do this, and toss in new encounters to challenge them. As each piece is returned to the frame, the heroes hear its portion of Avonleigh's history again. Morgoroth does not attempt to stop the heroes from doing this because he will be released again, with full hit points and a complete complement of spells!

The Necromancer's Doom

53

Play track 53 if the heroes elect to attack the mirror after Morgoroth has stepped out of it. A single blow against the mirror's AC 10 surface is sufficient to shatter it. This is the only way in which the necromancer can be utterly defeated. Any other fate that befalls him simply returns his spirit to the walls of the house itself.

The Sleeping Corpse

Once the adventurers have dealt with Morgoroth in the parlor, they will probably wish to return to the belfry and investigate the one room they could not previously enter.

On the fourth floor the temperature varies between –5° and 5° Fahrenheit. Not only is this almost unbearable, but it imposes a –4 penalty upon all characters' attack rolls and saving throws. However, this penalty can be negated by magical spells or reduced to –2 by special equipment (like winter clothing) designed to negate the effects of cold.

In addition to the die-roll penalties it imposes, the cold is so severe that it inflicts 1 point of damage per turn to characters without winter clothing or magical protection. Unusually exposed characters suffer 1 point of damage per round (DM's call).

Area 33: The Belfry

49

As soon as the heroes reach this room, play track 49. Allow the heroes to react to the scene before them. When at last they

begin to try and open the coffin, the DM should judge whether they will simply try once and give up or proceed to more and more drastic measures. If the heroes are not quick to give up, allow them to try anything they can think of. When at last they run out of ideas, *or if any of them decides to pull on one of the bell ropes,* proceed immediately to the next section and track 54.

The Crystal Coffin

54

Play track 54 when the heroes finally realize that they can't break through the glass coffin. Note that if the heroes decide to pull on the bell ropes at any point, the DM must rephrase the wording of the CD track, which explains that they do so by accident. (This is to account for adventurers who do not think to try it.)

In fact, the only way to free the priestess is to ring the great bells of Tergeron Manor. With the tolling of these ancient instruments, the very fabric of Avonleigh is affected. Once the heroes figure this out, proceed to the next section and track 55.

The Pealing of the Bells

55

Play track 55 when the heroes begin to deliberately pull on the bell ropes. There are 15 bells and a rope for each one, and all of them need to be ringing before the 13 effects listed below begin to manifest over the course of 13 rounds. Note that the heroes must specifically state that they intend to get all 15 bells ringing. Once they decide to do so and say as much, accomplishing this goal requires only one round of effort by at least three people.

Unless the heroes go downstairs to Area 31 to ring bells, the pealing is so loud that they actually suffer damage from the painful noise. Make the players roll 1d4 each round and subtract the results from their characters' hit-point totals. (Since the heroes are, in effect, inflicting damage upon themselves, the players should be allowed to determine the extent of it.)

The progression of events accompanying each of the 13 rounds of ringing is described below.

1. The temperature in all of Avonleigh rises by 10° Fahrenheit. This brings the temperature in the belfry to 5°.
2. The maximum level of light that can be produced anywhere in the domain rises by one step (see the light table on the back cover of this booklet).
3. Hairline fractures begin to spread across the surface of the crystal coffin.
4. The temperature in Avonleigh rises another 10° degrees.
5. The lighting in Avonleigh increases another level.
6. The hairline fractures become deeper cracks that run the length of the crystal coffin.
7. The temperature in Avonleigh increases another 10°.
8. The maximum level of lighting in Avonleigh increases one step.
9. Pieces of the coffin begin to break off and fall to the floor, where they shatter into tiny fragments no larger than a fingernail.
10. The temperature throughout the domain rises another 10°. The belfry is now above freezing at 35°.
11. Aurora's eyes pop open.
12. Aurora begins to gasp for breath in the confines of the glass coffin.
13. The crystal coffin shatters. Aurora is freed and restored to life!

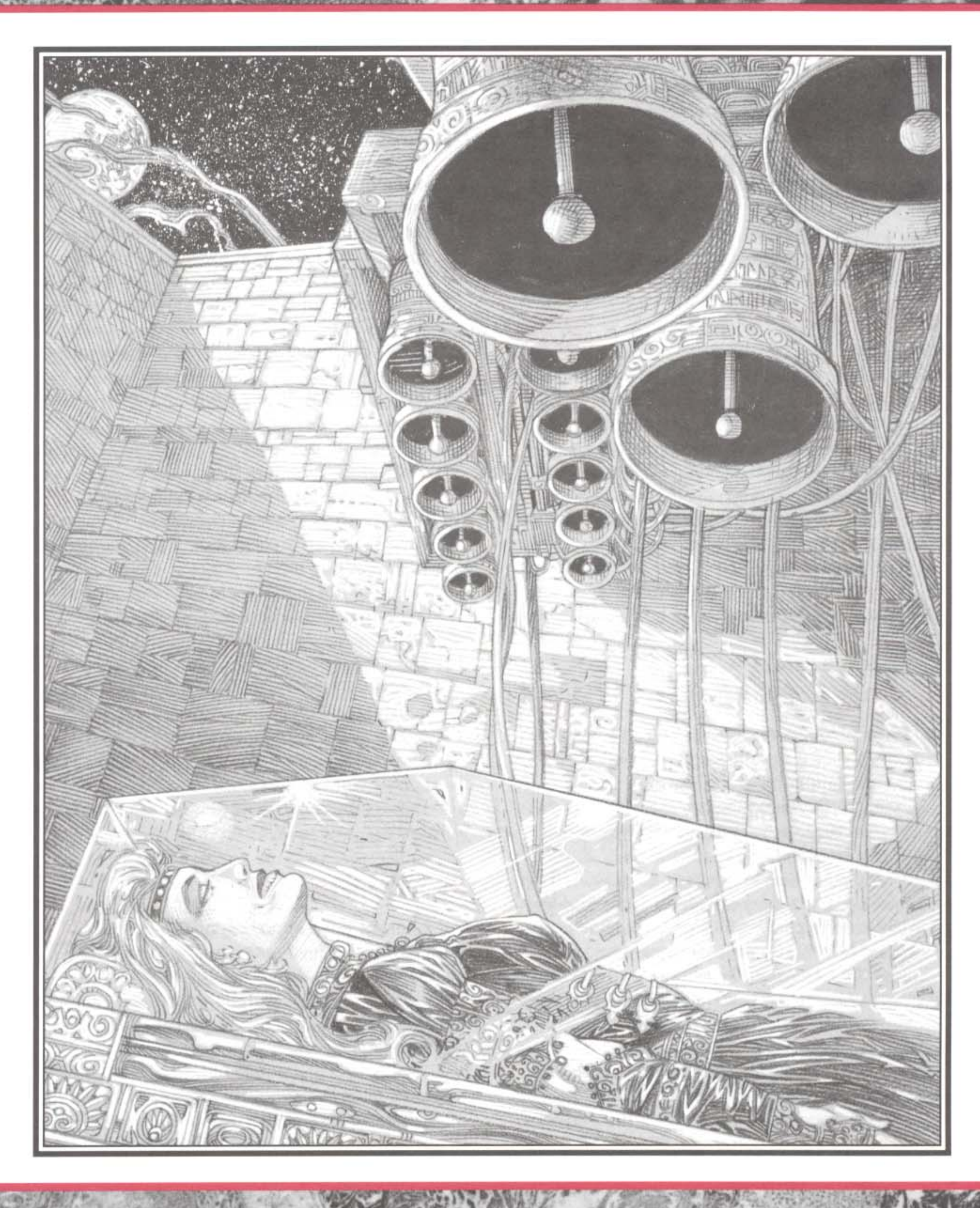
Back from the Dead

56

If the heroes have been ringing the bells from Area 31, they hear a loud cracking noise from above. When they go upstairs to investigate, play track 56. If any or all of them are already in the belfry after the 13th round of ringing, play the track immediately.

The priestess is confused and weak when she awakens from her slumber. She knows nothing of what happened after Morgoroth came to her in the temple. The heroes may tell her what they

IV: THE GRAND FINALE



have learned from the mirror or not, as they desire.

Too weak to defend herself or cast spells, Aurora is at the mercy of the characters. In addition, they have to protect her from harm if the party is attacked, as she has only 10 hit points. This increases at the rate of 5 points per day until she regains her maximum hit point level of 40. Magical healing does not speed this process because of the residual effects of the spell that held her in the coffin.

With things as they are, Aurora is little more than baggage for the characters to drag along with them. If they tell her of Ferran's fate, she is horrified and sick with grief. Even if she isn't told of these tragic events, she is too confused and dazed by the lingering effects of Morgoroth's enchantment to contribute much to the party's efforts at escaping from Avonleigh.

The Necromancer's Desperation

Even if Morgoroth has been killed through the destruction of the mirror in the parlor, his spirit lives on as a geist—trapped in Avonleigh by the dark powers—and he is enraged beyond mortal bounds at heroes' actions. The thought that his beloved Aurora has been successfully freed by these meddling intruders is more than he can bear. In addition, he is terrified that the adventurers may actually find some means of escaping the Demiplane of Dread, and that he will lose Aurora altogether and forever. That would be worse than living death itself!

57

Play track 57 when the heroes say words to the effect of "Let's get out of here!" To prevent this from happening, Morgoroth unleashes all of his powers on the heroes. Geists rise from the Phantasmal Forest, freezing winds blow through the castle, and whispering voices of despair assure the characters of their coming defeat. If he can't destroy them, he hopes to at least keep the priestess from leaving. Therefore, attack the heroes with as many incorporeal undead as will sorely test the limits of their capacity to survive.

While Morgoroth is careful to avoid harming the priestess with his attacks, either as an ethereal wizard or an undead shadow, she still requires the protection of the heroes if she is to live. This is a good chance for the DM to toss in some situations that require the adventurers to act like real heroes by saving Aurora from accidents and injuries. For example, she might stumble to the wall of the belfry, seeking to avoid the fight, only to have the wall give way and leave her hanging tenuously onto a loose board, dangling over a four-story drop!

Because this is supposed to be the dramatic ending of the story, the DM is free to let Morgoroth do things that his description doesn't mention. The only requirement is that they be in character and help to amplify the terror. Examples of the sorts of things that Morgoroth might do include: causing the ropes that hang from the bells to entangle characters; causing the bells to break loose and fall, inflicting 5d10 points of crushing damage upon a successful hit and potentially falling through the 40-hp floor, taking the hero along for 1d6 points of falling damage per 10 feet fallen. (Note that a bell inflicts 5d10 points of damage upon each floor it hits, possibly breaking through several stories before coming to a halt.)

Leaving the Mists Behind

With the necromancer either dead or trapped within the walls of the house again and the priestess freed, the heroes have only the challenge of escaping Ravenloft ahead of them. If they keep their wits about them, however, escape is within their grasp.

The Silver Portal

If the players remember the description of the belfry, they will recall that the surface of the silver table is a mirror. After the restoration of the priestess, this has become a magical portal that can carry the adventurers back to their native land.

58

As soon as any character except the priestess touches the mirror, play track 58.

Aurora is not able to escape in this manner—Morgoroth is still lord of Avonleigh, even if he is no more than a geist, and he is using all his will to close the door to her. If she holds on or is lashed to a hero when he touches the mirror, however, she is pulled in with him. Aurora does not suggest this solution because she is still dazed and disoriented; one of the heroes must think of this himself, possibly earning extra experience points for doing so. Parties who abandon her should gain few experience points for completing the adventure.

Returning Home

59

When all of the adventurers have entered the mirror, play track 59. If desired, each hero might be sent to a different place in his home plane, thus challenged to find his friends in a follow-up adventure of the DM's making.

At some point in the voyage, the priestess loses her grip on the champion who carried her through the portal. If she is tied or otherwise secured to him, the bond breaks. The magic of this portal always returns people to their homelands, so the priestess cannot follow the adventurers to their native realm.

A little divination magic on the part of the players might be used to discover the fate of the priestess. After all, real heroes should worry that she is still trapped in Ravenloft. In actuality, she has returned to the real land of Avonleigh and left its counterpart on the Demiplane of Dread far behind. Award bonus experience points to those who try to find out.



Avonleigh Temperature and Light Table

General Location	Average Temperature	Maximum Light
Forest	55°	Bonfire
Grounds	45°	Campfire
Ground Floor	35°	Cooking Fire
1st Floor	25°	Lantern
2nd Floor	15°	Torch
3rd Floor	5°	Oil Lamp
4th Floor	–5° (frostbite conditions)	Candle

Suitable nonmagical protection against the cold includes such things as hard leather or fur boots for the feet, gloves or mittens for the hands, and furs or heavy cloaks for the body. If a character is wet for any reason, he is treated as though he were in an environment that is one step colder on the chart above.

Frostbite: Adventurers attempting to escape Avonleigh through the Mists or who climb to the fourth floor of Tergeron Manor are subject to frostbite even if they have magical protection against the cold. Even a *cloak of warmth* is ineffective protection. Within a single round each hero begins to experience the effects of the cold: He suffers 1-3 points of damage per round, a –4 penalty to all attack and damage rolls, a loss of one-third of his normal movement rate, and a loss of 1 point of Constitution per round. When half of a character's Constitution points are lost, he must roll a successful saving throw vs. Breath Weapon each round or hypothermia sets in.

If the adventurer leaves the Mists before hypothermia sets in, Constitution points return at a rate of 1 per turn. Movement returns to normal when all lost Constitution points have been recovered, but lost hit points may be regained only through rest or magical means.

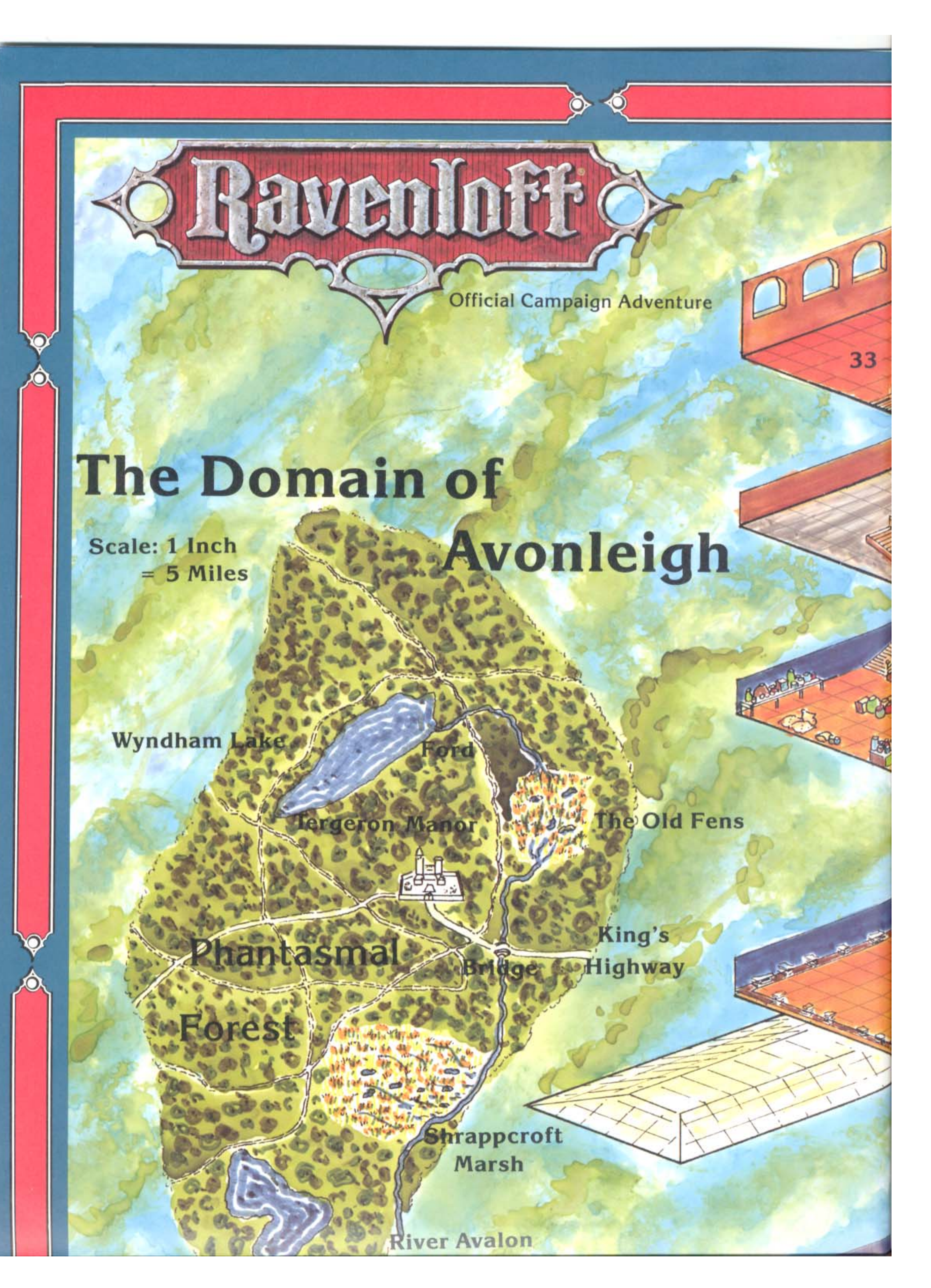
Hypothermia: Characters who cross more than 200 yards into the Mists are automatically subject to the effects of hypothermia, regardless of protection against the cold, magical or otherwise. A character suffering from the effects of hypothermia faces a –6 penalty to attack and damage rolls, a loss of two-thirds of his normal movement rate, and he begins to lose 1 point of both Dexterity and Strength each round (in addition to the continued loss of Constitution from frostbite). If any two Ability Scores fall to 3 or less, the adventurer becomes incapacitated, permanently losing the use of one hand or foot (determined randomly) each turn he fails a saving throw vs. Breath Weapon. Victims suffering this loss must make a successful System Shock roll each turn or die. If any Ability Score reaches 0, the character dies.

If a character who is suffering from hypothermia is removed from the cold environment before death, he requires one day of full rest in a warm environment (70°+ F.) before he is upgraded to frostbite status; no attempt to heal the character will succeed until then. Only a *regenerate* spell can restore a limb lost to the cold.

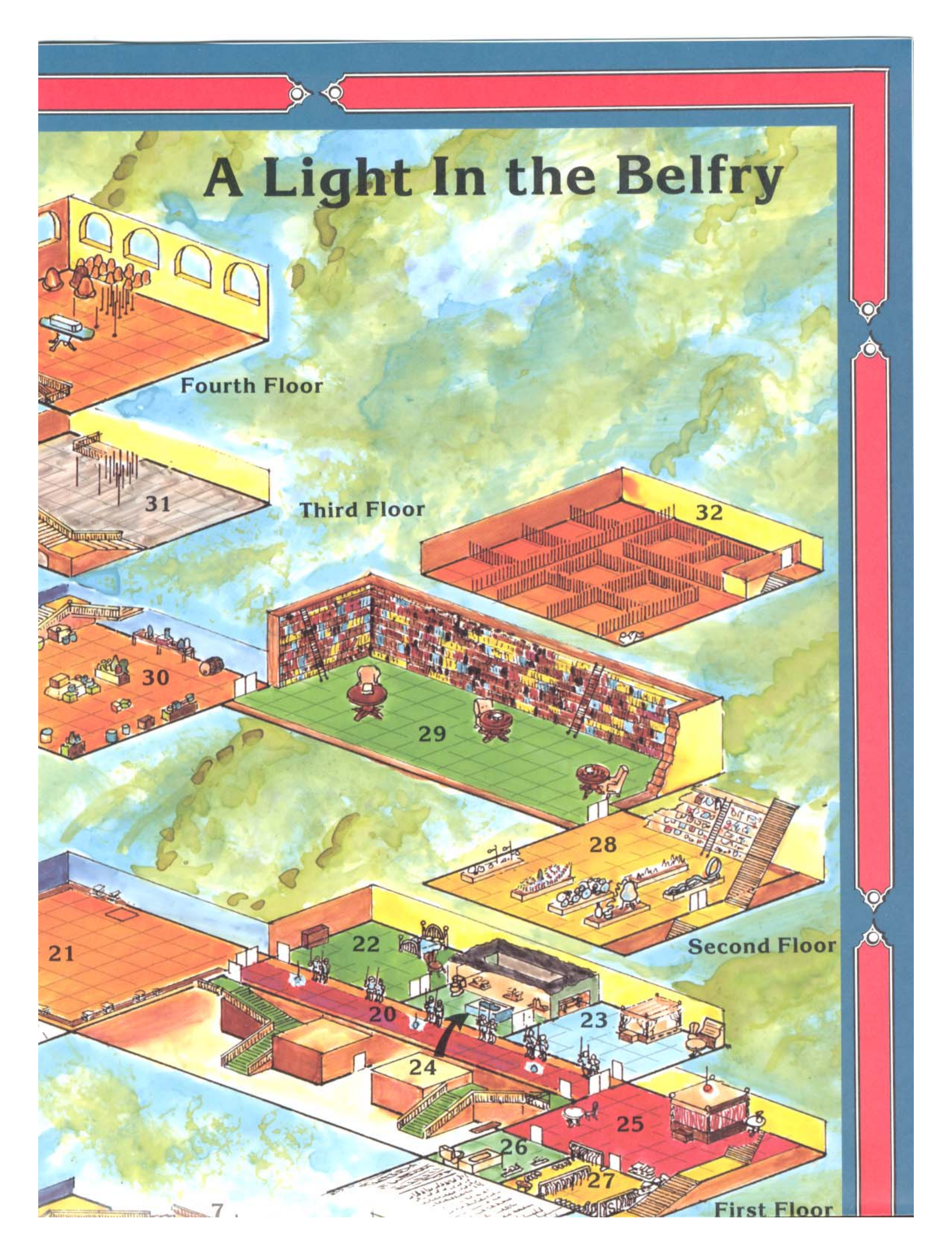
Phantasmal Forest Encounter Table

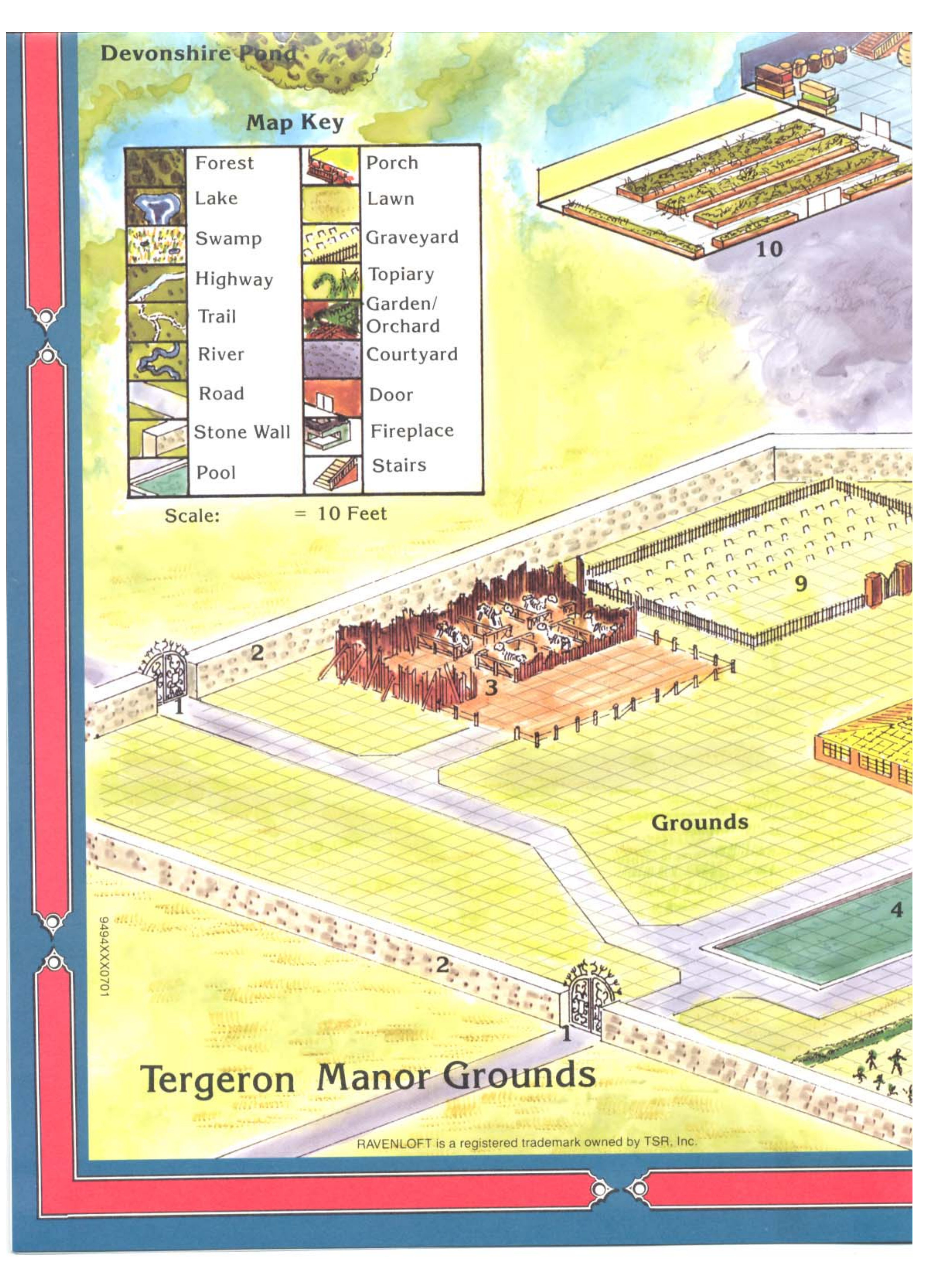
Roll 1d10	Natural	Supernatural
1	Bat, large	Banshee
2	Bear, brown	Ghost
3	Beetle, rhinoceros	Haunt
4	Centipede, giant	Crimson death mist
5	Scorpion, large	Vampiric mist
6	Snake, poisonous	Phantom
7	Spider, large	Shadow
8	Wolf or Worg	Spectre
9	Wolf, winter	Will o'wisp
10	Roll on other table	Roll on other table

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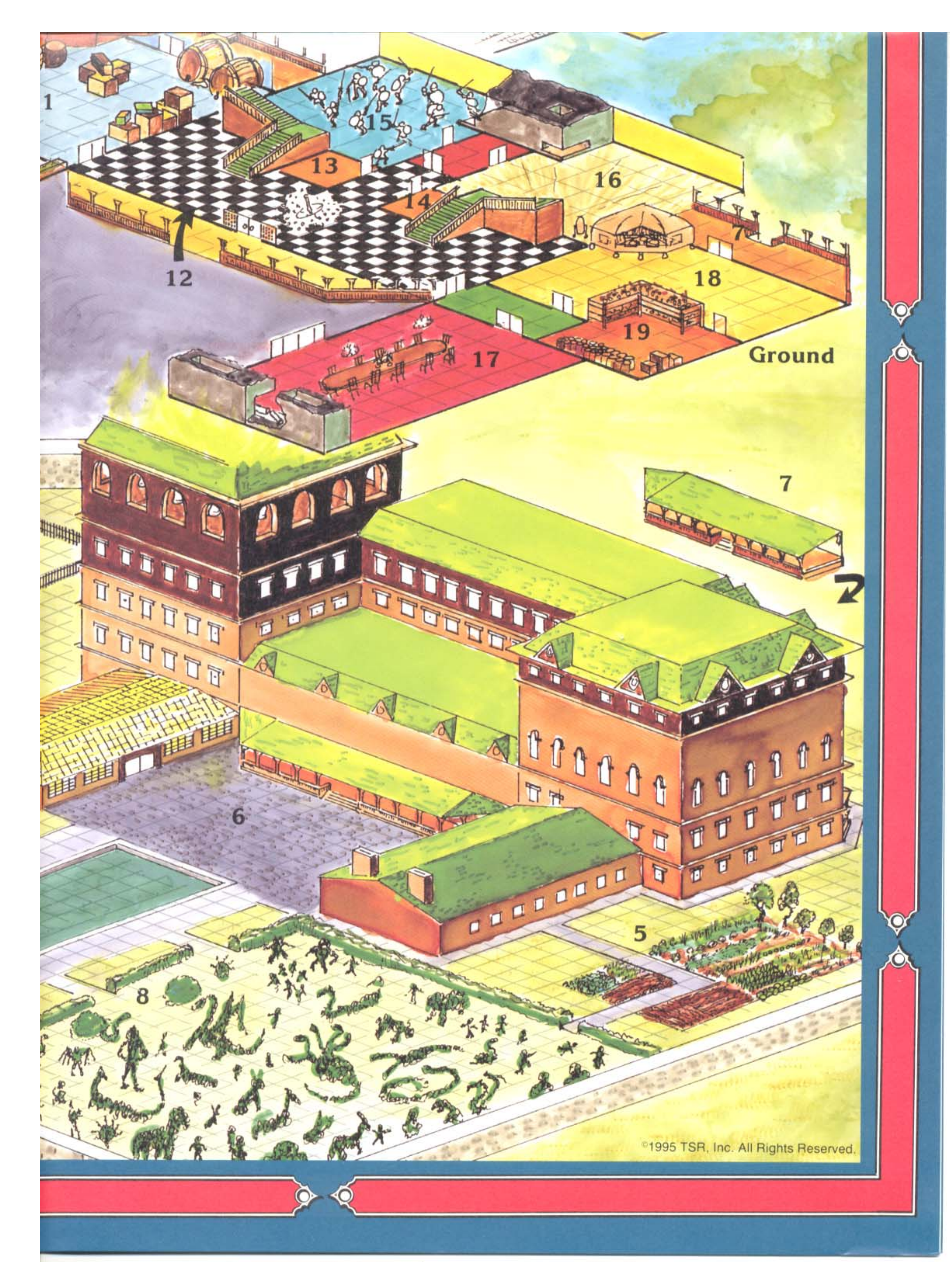


Ravenloft
Official Campaign Adventure
33
The Domain of
Avonleigh
Scale: 1 Inch
= 5 Miles
Wyndham Lake
Ford
Tergeron Manor
The Old Fens
King's
Highway
Phantasmal
Bridge
Forest
Shrappcroft
Marsh
River Avalon


A Light In the Belfry
Fourth Floor
31
Third Floor
32
30
29
28
21
22
20
23
24
Second Floor
25
26
27
7
First Floor



Devonshire Pond
Map Key
Forest
Lake
Swamp
Highway
Trail
River
Road
Stone Wall
Pool
Porch
Lawn
Graveyard
Topiary
Garden/
Orchard
Courtyard
Door
Fireplace
Stairs
Scale: = 10 Feet
10
9
2
3
1
Grounds
4
2
1
Tergeron Manor Grounds
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1
15
13
16
14
7
12
18
19
Ground
17
7
6
5
8

Advanced Dungeons & Dragons®

9494





by William W. Connors

"The only thing more fragile than glass is a lover's heart."

— A Vistani Proverb

Decades ago, the fair land of Avonleigh was guarded by an order of paladins known as the Circle. One stormy night, a wizard named Morgoroth came to seek refuge with them.

But, all was not as it seemed! Morgoroth was no mere wizard; he was a necromancer on the run from a knightly brotherhood that had vowed to see him destroyed! When fate revealed his past, he betrayed the Circle and fled.

Can your heroes complete the crusade that destroyed the Circle? Can they learn the secrets of Morgoroth's power before the necromancer destroys them? Accept the quest if you dare. . . .

A Light in the Belfry is the first RAVENLOFT® adventure to feature an Interactive Audio CD. As players explore Morgoroth's dreadfilled manor, they will actually hear the lamentations of tortured spirits, the clash of swords and the thunderous roar of magic. With almost 100 tracks of dialogue, sound effects and mood music, TSR's Interactive Audio CD Adventures add a new dimension to the horror of Ravenloft.

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